



ASA Team Insurance for 2007

The most valuable player on your team for 2007 could be the ASA Insurance Plan! The ASA Plan provides the accident benefits and liability coverage your teams needs.

ASA TEAM ACCIDENT & LIABILITY COVERAGES

- ASA Team Accident Insurance provides a \$250,000 Excess Medical Expense benefit for injuries to your players.
- Various deductible options offer you additional savings.
- The ASA Team Liability Insurance Plan provides your team with \$2,000,000 in protection for lawsuits brought against you for bodily injury or property damage claims arising out of your team's games, practices or fundraising activities.

INDIVIDUAL REGISTRATION

Many ASA Associations are requiring Individual Registration for their Junior Olympic teams. One benefit of Individual Registration is that Liability and Accident Insurance are automatically provided as part of the ASA membership fee. If your local ASA Commissioner is using Individual Registration, you do not need to purchase the ASA Team Insurance Plan. Contact your ASA Commissioner or Bollinger for more information.

2007 ASA Junior Olympic Team Insurance Plans				
Package Plan (Includes Accident and Liability Insurance)	League Rates*		Single Team Rates	
Accident Deductible	12 & Under	13 – 19 yrs	12 & Under	13 – 19 yrs
\$250	\$81	\$117	\$152	\$185
\$100	\$103	\$129	\$190	\$213
\$0	\$144	\$162	\$223	\$260

2007 ASA Adult Team Insurance Plans			
Package Plan (Includes Accident and Liability Insurance)	League Rates*		Single Team Rates
Accident Deductible	w/Waivers	No Waiver	
\$500	\$216	\$234	\$397
\$250	\$270	\$290	\$471
\$100	\$304	\$318	\$512

*To qualify for discounted League Rates, ALL TEAMS in your league must purchase the insurance plan (minimum of four teams) and apply on one enrollment form.

Bollinger
Insurance Since 1876

1-800-526-1379
PO Box 390
101 JFK Parkway
Short Hills, NJ 07078
www.BollingerASA.com

2007 Official Rules of Softball

Adopted, published and distributed by:



THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA

2801 NE 50th Street • Oklahoma City, Oklahoma 73111-7203
(405) 424-5266 • Fax: (405) 424-3855

Umpire Edition

All rights reserved. No part of this book may be reproduced or utilized in any form or by any means without written permission from the publisher.

Copyright © 1978, 1987-2007 by
THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA
2801 NE 50th Street • Oklahoma City, Oklahoma 73111-7203
(405) 424-5266 • Fax: (405) 424-3855
All rights reserved.

Table of Contents

President's Message	4
Executive Director's Message	5
Board of Directors.....	6
Association Directory.....	8
Commissioner Emeritus	30
Regional Directors.....	31
Regional JO Commissioners	32
Regional Player Reps.....	33
Regional Umpires-in-Chief	34
Allied Members.....	35
Past Presidents	36
2006 ASA National Champions	39
2007 National Championships.....	41
2008 National Championships.....	43
Official Softball Diamond Dimensions	45
2007 ASA Playing Rule Changes	47
Playing Rules Table of Contents.....	52
Playing Rules.....	53
Rules Supplement	132
Playing Rules/Rules Supplement Index	160
Mechanics Changes and Comments.....	186
ASA Umpire Manual	188
National Indicator Fraternity	265
ASA Umpire Medals Program.....	266
Elite Umpires	269

The President's Message

The Amateur Softball Association of America had a good year in 2006 and looks forward to an even better year in 2007. Our National team's program remains strong, our Men have again qualified for the World Championship's and our Women's team won their sixth straight World Championship. The U.S. World University games team took home the Gold showing a bright hope for the future.



The Championship Tournament Programs continues to be strong showing growth in both numbers and quality of play. The Hooter's Championship Series is clearly the best program anywhere in adult slow pitch and I believe we owe a debt of gratitude to our sponsor Hooters, and to the hard work and dedication of our National Staff.

The local associations appear to have turned the corner, showing stable and in most area's growth nearly across the board.

I remain very concerned about our future in the Olympics' and assure you that the board of Director's, staff and I are all doing everything we can do to restore our sport to the program. We believe that both the Women's and the Men's program should be Olympic Sports and adding Co-Ed Slow Pitch and Paralympics disciplines would be great.

I have appointed a special committee to seek solutions to the continuing decline of adult fast pitch and believe there is a bright hope for the future in this program.

ASA will continue to be aggressive and vigilant in monitoring the equipment to protect the integrity of our sport.

Finally, I thank each player, coach, manager, team parent, scorekeeper, league officer, umpire, and UIC, sponsor, organizer and administrator nation wide for continuing to make our sport the best in the World. It is only through the team efforts of all of us that we succeed.

A handwritten signature in cursive script that reads "Stephen M. Mason".

The Executive Director's Message

As the National Governing Body of softball in the United States, the ASA takes its responsibility very seriously. The 85 local association commissioners and their support staffs are continually working to find ways to improve our programs and to provide you with the best softball experience possible.

In 2006, the ASA National Championships were again a huge success, as over 2,300 teams battled for the right to be called "Best of the Best." With expanded championships in the Junior Olympic division more teams were given the opportunity to compete in championship play than ever before.

The ASA Hooters Championship Series continues to shine as the marquee slow pitch championship in the country. Teams from across the nation competed in championship play hoping to earn the opportunity to represent their side of the country in Oklahoma City. Twelve teams from seven different states advanced to determine the true champion in Men's Class B, C and D and Women's Open, Class C and D slow pitch. In the end it was the teams from the East that walked away with bragging rights after capturing five of the six classifications.

The USA Softball Women's National Team reestablished itself as the top team in the world in 2006 by capturing the II World Cup of Softball in Oklahoma City, the ISF Women's World Championship in Beijing, China and the Japan Cup in Yokohama, Japan. It was the sixth consecutive World Championship for the Women's National Team program and secured the top seed at the 2008 Olympics in Beijing. Fans that were not able to travel to Beijing for the World Championships got the opportunity to see its team in action during the II World Cup of Softball. Record television ratings on ESPN and ESPN2, along with overflow crowds has established the World Cup of Softball as one of the top softball events in the world. Because of this overwhelming support we are happy to have the III World Cup of Softball back in Oklahoma City in 2007.

As a former player and administrator of local leagues I know what it takes to be successful. All of you that play the sport, coach the games, umpire the competition, administer and organize leagues and tournaments are to be commended for your skills, energy and spirit that has continued to make softball one of the top participant sports in the country.

We realize you have a choice when it comes to what league you play in and we are excited that you have chosen to play ASA. We vow to do everything within our power to make it a very memorable experience for you and your team. And remember as long as you play ASA, you are playing with the "Best of the Best".



A stylized, handwritten signature in black ink, likely belonging to the Executive Director mentioned in the text.

ASA PRESIDENTS AND TERRITORIAL VICE-PRESIDENTS

PRESIDENT

D. Stephen Monson
6850 Brockton Ave
Ste 210
Riverside, CA 92506
Bus: (951) 686-0941
Fax: (951) 686-7615
smonson@socalasa.com
www.socal-asa.com

PRESIDENT-ELECT

Joey Rich
1923 N Weller Ave
Springfield, MO 65803
Bus: (417) 869-2120
Fax: (417) 831-5811
joey_rich@ci.springfield.mo.us
www.asasoftball.com/missouri

IMMEDIATE PAST PRESIDENT

E.T. Colvin
106 Pinewood Park
Columbus, MS 39702
Res: (662) 328-3180
Fax: (662) 328-4224
et@tlc.com
www.missasa.com

TERRITORIAL VICE-PRESIDENTS

EASTERN

Bill Cary
21 Nelson Rd
South Portland, ME 04106
Bus: (207) 767-7650
Res: (207) 767-2971
Fax: (207) 767-7669
wcary@southportland.org

Andy Dooley
2988 W Lynchburg Salem Tpke
Bedford, VA 24523
Bus: (540) 586-1897
Res: (540) 587-6844
Fax: (540) 587-7588
pvasa@verizon.net
www.piedmontvaasa.org

SOUTHERN

Jack Aaron
1925 Marshall Ave
Waco, TX 76708
Bus: (254) 752-5981
Res: (254) 836-4274
Fax: (254) 755-8272
jack@texasinternet.com
www.txasa.org

G. Pat Adkison
520 Indian Lake Dr
Rainbow City, AL 35906
Bus: (256) 442-7348
Res: (256) 492-1138
Fax: (256) 442-1136
gpat1@aol.com
www.alabamaasa.com

NORTHERN

Mick Renneisen
PO Box 848
Bloomington, IN 47402
Bus: (812) 349-3711
Res: (812) 334-3627
Fax: (812) 349-3705
Cell: (812) 327-6121
renneism@bloomington.in.gov
www.inpra.org

Joe Sproul
HCR 63 Box 111
Edmond, KS 67645
Bus: (785) 622-4241
Fax: (785) 622-4245 jsproul@
ruraltel.net
www.kasasoftball.org

WESTERN

John Miller
515 Junipero Ave
Pacific Grove, CA 93950
Bus: (831) 658-0827
Res: (831) 373-6507
Fax: (831) 648-9392
jmiller@norcalasa.org
www.norcalasa.org

Bill Parks
1010 Hialeah Dr
Eagle, ID 83616
Res: (208) 938-8182
Fax: (208) 938-8182
BillParks@email.msn.com

ELECTED BOARD MEMBER

JoAnn McGuire
201 Rosanne St
Enid, OK 73703-3519
Bus: (580) 233-0541
Email: jmfiddlers@hotmail.com

ATHLETE REPRESENTATIVES

Amy Hillenbrand
6460 N. Thimble Pass
Tucson, AZ 85750
Bus: (520) 429-2002
Res: (520) 577-7868
Fax: (520) 577-7896
chellevo@aol.com

Stacey Nuvelman
4933 W Wren Ave
Visalia, CA 93291
Bus: (559) 733-7030
Fax: (599) 733-7030
nuvey33@yahoo.com
www.staceynuvelman.com

Michael White
2785 Martinique Ave.
Eugene, OR 97408
Bus: (541) 346-3393
Res: (541) 607-2889
Email: orkiwi@comcast.net

PAST PRESIDENTS

PAST PRESIDENTS

Jack Aaron

1925 Marshall Ave
Waco, TX 76708
Bus: (254) 752-5981
Res: (254) 836-4274
Fax: (254) 755-8272
jack@texasinternet.com
www.txasa.org

G. Pat Adkison

520 Indian Lake Dr
Rainbow City, AL 35906
Bus: (256) 442-7348
Res: (256) 492-1138
Fax: (256) 442-1136
gpat1@aol.com
www.alabamaasa.com

E.T. Colvin

106 Pinewood Park
Columbus, MS 39702
Res: (662) 328-3180
Fax: (662) 328-4224
et@tilc.com
www.missasa.com

Howard Honaker

1324 Blossom Ln
Ashland, OH 44805
Res: (419) 289-6103
Fax: (419) 289-9062
hbhasa@zoominternet.net
www.ohioasasoftball.com

Bill Humphrey

2903 Mount Vernon Dr.
Midland, MI 48642
Res: (989) 631-5123
dahump@journey.com

Andy Loechner, Jr.

3955 Columbia Ave
Columbia, PA 17512
Bus: (717) 285-2050
Fax: (717) 285-2022
asapaoff@aol.com
www.softballpennsylvania.org

Wayne Myers

3300 S 5th St
Terre Haute, IN 47802
Res: (812) 234-0339
Fax: (812) 234-6369
inasacomm@aol.com
www.indiana-asa.org

O.W. Smith

1599 S Main #3
Fremont, NE 68025
Res: (402) 721-1356
714ows@highstream.net

H. Franklin Taylor, III

6924 Lakeside Ave
Ste 302
Richmond, VA 23228
Bus: (804) 266-8317
Fax: (804) 264-0264
softball@softball.net
www.softball.net

Bert Weeks

5040 Mountain View Rd
Winston-Salem, NC 27104
Bus: (336) 768-3389
Res: (336) 768-3389
Fax: (336) 768-3446
bweeksn casa@aol.com
www.northcarolinaasa.com

ASA COMMISSIONERS AND STAFF BY STATE (A)

ALABAMA

Alabama ASA (05110)

Commissioner

Al Murray (Leslie)

6340 Vista Trail
Southside, AL 35907
Bus: (256) 413-0716
Res: (256) 413-0719
Fax: (256) 413-0760
Email: almmurray@bellsouth.net
http://www.alabamaasa.com

JO Commissioner

Eric Gillespie

122 Caswell Place
Huntsville, AL 35811
Res: (256) 852-9468
Fax: (256) 852-9468
Email: gillespiefamily@att.net

JO Commissioner

Parks Burgin

4733 45th St E
Tuscaloosa, AL 35405
Bus: (205) 247-2821
Res: (205) 553-5526
Fax: (205) 247-2830
Email: parksburgin@comcast.net

Player Rep

Robby Carter

307 South Dean Rd
Auburn, AL 36830
Bus: (334) 501-2976
Res: (334) 745-0405
Fax: (334) 501-2977
Email: rcarter@auburnalabama.org

At-Large Player Rep

Bill Cardwell

2600 Forrestdale Rd
Southside, AL 35907
Res: (256) 442-1962
Email: sbcard@bellsouth.net

Umpire-In-Chief (UIC)

Mike Bozeman

157 Lee Road 369
Valley, AL 36854
Bus: (334) 749-0049
Email: mbozeman@hughes.net

ALASKA

Alaska ASA (15110)

Commissioner

Rod Hill (Carla)

820 Jay Circle
Anchorage, AK 99504
Bus: (907) 343-4564
Res: (907) 274-3585
Fax: (907) 274-3585
Email: rodhill13@gci.net
http://www.alaskaasa.com

JO Commissioner

Gordon Winburn

1055 Lakeview
Fairbanks, AK 99701
Bus: (907) 378-9700
Email: captaingordo@hotmail.com

Player Rep

Don Brooks

PO Box 112183
Anchorage, AK 99511
Bus: (907) 562-1504
Res: (907) 349-2747
Fax: (907) 562-1618
Email: lbdalaska@gci.net

Umpire-In-Chief (UIC)

Mike Graeber

8481 Brookridge Drive
Anchorage, AK 99504
Bus: (907) 762-3847
Res: (907) 245-1562
Fax: (907) 762-3850
Email: whizzmo@gci.net

ARIZONA

Arizona ASA (13110)

Commissioner

Don Fishel (Suzanne)

PO Box 1850
Prescott, AZ 86302
Bus: (928) 777-1553
Res: (928) 775-9037
Fax: (928) 771-5843
Email: don.fishel@cityofprescott.net
www.azasa.org

JO Commissioner

Joe M. Lane

2602 E Louise Dr
Phoenix, AZ 85032-6945
Res: (602) 992-9498
Fax: (602) 493-0401
Email: phxasajo@cox.net

JO Commissioner

Tom Tengler

8622 E Bullrider Pl
Tucson, AZ 85747
Res: (520) 574-3826
Email: azasajo@att.net

At-Large Player Rep

Bill Vaughn

One City Plaza
Yuma, AZ 85634
Res: (928) 373-5240

South District Umpire-In-Chief (UIC)

Joe Robinson

7471 E Nicaragua Dr
Tucson, AZ 85730-3327
Res: (520) 790-3253
Fax: (520) 748-7405
Email: azasaump1@aol.com

Central District Umpire-In-Chief (UIC)

Ray Burns

722 West Amberwood Dr
Phoenix, AZ 85045
Bus: (602) 768-2435
Res: (480) 460-4064
Email: phxuic@aol.com

Central District Umpire-In-Chief (UIC)

Mike Davidson

502 Perry Street
Prescott, AZ 86303
Res: (928) 778-6426
Cell: (928) 925-8015
Fax: (928) 771-5843
Email: mike.davidson@cityof-prescott.net

ARKANSAS

Arkansas ASA (06110)

Commissioner

Don McGee (Sue)

5110 Candlewick Ln
North Little Rock, AR 72116
Bus: (501) 753-3698
Res: (501) 753-8794
Fax: (501) 753-3698
Email: j.d.mcgee@sbcglobal.net
http://www.arasa.org

ASA COMMISSIONERS AND STAFF BY STATE (A - C)

JO Commissioner

Jim Shuffield

1300 Johnsonwood Rd
Bryant, AR 72022
Bus: (501) 847-2602
Res: (501) 847-2602
Fax: (501) 847-2602
Email: jameshshuffield@ev1.net

Player Rep

Ollie Gardner

306 N 46th St
Ft Smith, AR 72903
Res: (479) 783-2838
Fax: (479) 783-6843

At-Large Player Rep

Ollie Gardner

306 N 46th St
Ft Smith, AR 72903
Res: (479) 783-2838
Fax: (479) 783-6843

Umpire-In-Chief (UIC)

Robert Yelder

8 Holly Ridge Ct
Jacksonville, AR 72076
Res: (501) 835-7601

CALIFORNIA

Central California ASA (14210) Commissioner

Richard Grove (Jean)

6155 Conejo Rd
Atascadero, CA 93422
Bus: (805) 466-8505
Fax: (805) 462-1026
Email: ccmsa@sbcglobal.net
http://www.ccmsasa.org

JO Commissioner

Tom Dowd

PO Box 625
Clovis, CA 93612
Bus: (559) 299-3313
Fax: (559) 299-3322
Email: t.e.dowd@worldnet.att.net

At-Large Player Rep

Tom Dowd

PO Box 625
Clovis, CA 93612
Bus: (559) 299-3313
Fax: (559) 299-3322
Email: t.e.dowd@worldnet.att.net

At-Large Player Rep

Vince Frascina

4248 W Michigan Ave
Fresno, CA 93722
Res: (559) 276-8384
Fax: (559) 276-8384
Email: grizzlydad@comcast.net

Slow Pitch Director

Walt Van Zandt

PO Box 1055
Buellton, CA 93427
Bus: (805) 688-2333
Fax: (805) 686-5497
Email: paccel@verizon.net

Fast Pitch Commissioner

Ike Pursell

3942 N Woodson
Fresno, CA 93705
Bus: (559) 251-3704
Res: (559) 251-3704
Email: brikman@aol.com

Senior Coordinator

Richard Motta

3511 S Akens Road
Visalia, CA 93277
Res: (559) 732-2345

Umpire-In-Chief (UIC)

Arnie Rose

3608 Mehgan Ave.
Bakersfield, CA 93312
Bus: (661) 762-7396
Res: (661) 588-5704
Fax: (661) 588-5704
Email: ccmsa@icgalaxy.net

Umpire-In-Chief - Asst

Wink Winckelmann

2363 Magnolia Court
Hanford, CA 93230
Res: (559) 583-9335
Email: rwink@cntech.com

Greater San Joaquin ASA (14260)

Commissioner

Matt Pfeifer (Denise)

2920 Wagner Heights Road
Stockton, CA 95209
Bus: (925) 779-6151
Res: (209) 952-8373
Fax: (925) 776-3003
Email: Mpgsjmcmr@aol.com
http://www.gsjasa.net

JO Commissioner

Don Smiley

8900 N Thornton Rd Ste 19
Stockton, CA 95209
Bus: (209) 957-0889
Res: (209) 957-0889
Fax: (209) 957-0889
Email: dsmliey@gsjm.com

At-Large Player Rep

Patrick Faretta

750 Bellevue Dr
Atwater, CA 95301
Bus: (209) 357-6322
Fax: (209) 357-6325
Email: Pfaretta@sbcglobal.net

Umpire-In-Chief (UIC)

Jim Winchester

9849 E Jahant Rd
Acampo, CA 95220
Bus: (209) 368-8394
Res: (209) 334-4781
Email: Windy@Lodinet.com

Northern California ASA (14120)

Commissioner

John Miller (Christie)

515 Junipero Ave
Pacific Grove, CA 93950
Bus: (831) 658-0827
Res: (831) 373-6507
Fax: (831) 648-9392
Email: jmillier@norcalasa.org
http://www.norcalasa.org

JO Commissioner

Mike Blondino

535 Kelly Ave
Half Moon Bay, CA 94019
Bus: (650) 726-8293
Email: mblondino@norcalasa.org

Player Rep

Dee Webster

1000 Webster St
Fairfield, CA 94533
Bus: (707) 428-7584
Res: (707) 435-9717
Fax: (707) 399-0772
Email: dwebster@ci.fairfield.ca.us

At-Large Player Rep

Manuel Gomez

320 Lincoln Ave
Salinas, CA 93901
Bus: (831) 758-7166
Res: (831) 393-9006
Fax: (831) 758-7939
Email: manuelg@ci.salinas.ca.us

ASA COMMISSIONERS AND STAFF BY STATE (C)

At-Large Player Rep

Mike Blondino

535 Kelly Ave
Half Moon Bay, CA 94019
Bus: (650) 726-8293
Email: mblondino@norcalasa.org

At-Large Player Rep

Richard McLaughlin

415 Steele Ln
Santa Rosa, CA 95403
Bus: (707) 543-3280
Res: (707) 292-2926
Fax: (707) 543-3195
Email: rmclaughlin@ci.santa-rosa.ca.us

Umpire-In-Chief (UIC)

James Cole

511 Hamon Court
Wheatland, CA 95692
Res: (530) 633-0668
Fax: (530) 702-6640
Email: jcole@inreach.com

Oakland ASA (14220)

Commissioner

John Gouveia

1099 E Street
Hayward, CA 94541
Bus: (510) 881-6712
Fax: (510) 888-5788
Email: OaklandASA@aol.com
http://www.oaklandasa.com

JO Commissioner

Don Amaral

25456 Muir St
Hayward, CA 94544
Res: (510) 538-6999
Fax: (510) 538-6999
Email: gradonamar@sbcglobal.net

Player Rep

Mark McDaniel

4524 Sun Down Place
Salida, CA 95368-8019
Res: (209) 543-7988
Email: mark00asa@aol.com

At-Large Player Rep

Steve Goodman

1285 Lillian St
Livermore, CA 94550
Bus: (925) 423-7599
Res: (925) 449-5308
Email: steve.goodman1@comcast.net

Umpire-In-Chief (UIC)

Jill Suico

773 Newbury Street
Livermore, CA 94550
Res: (925) 447-6855
Email: ladyuic@comcast.net

Sacramento ASA (14230)

Commissioner

Jeff Dubchansky (Sonja)

316 Vernon Street
Roseville, CA 95678
Bus: (916) 774-5245
Res: (916) 783-9662
Fax: (916) 773-5595
Email: jdubchansky@roseville.ca.us
http://www.sacramentoasa.org

JO Commissioner

Tony Amador

10130 Clover Ranch Dr
Sacramento, CA 95829
Bus: (916) 930-2031
Res: (916) 682-0283
Email: teamamador@comcast.net

JO Commissioner

Kelly Jackson

1270 Triangle Ct
West Sacramento, CA 95605
Bus: (916) 374-1907
Res: (916) 506-3433
Fax: (916) 374-1907
Email: kelly@softballschool.com

At-Large Player Rep

Betsy Ito

3265 Ryer Island Street
West Sacramento, CA 95691
Res: (916) 374-8586
Email: baito@earthlink.net

Umpire-In-Chief (UIC)

Bill Gubel

9149 Laguna Lake Way
Elk Grove, CA 95758
Bus: (916) 684-5098
Res: (916) 684-5098
Fax: (916) 684-5156
Email: bill@gubel.com

San Francisco ASA (14240)

Commissioner

Anna Louie (Chuck)

1224 34th Ave
San Francisco, CA 94122
Res: (415) 665-5515
Fax: (415) 242-0888
Email: ajlouie@netzero.net
http://www.sfssoftball.com/

Umpire-In-Chief (UIC)

Chuck Louie

1224 34th Ave
San Francisco, CA 94122
Bus: (415) 564-5515
Res: (415) 665-5515
Fax: (415) 242-0888
Email: chuckyspride@netzero.net

Southern California ASA (14130)

Commissioner

D. Stephen Monson (Carla)

Attorney At Law
6850 Brockton Ave Ste 210
Riverside, CA 92506
Bus: (951) 686-0941
Fax: (951) 686-7615
Email: smonson@socal-asa.com
http://www.socal-asa.com

JO Commissioner - Travel

Mike Schuck

2762 Libra Drive
Riverside, CA 92503
Res: (951) 354-0228
Fax: (951) 354-0228
Email: Mschuck@socal-asa.com

JO Commissioner - Rec

Kristi Allen

4414 Clearcreek Court
Moorpark, CA 93021
Res: (805) 529-7923
Fax: (805) 529-7923
Email: Kallen@socal-asa.com

At-Large Player Rep

Vicki Oltean

401 S. Pavilion Way
Palm Springs, CA 92262
Bus: (760) 323-8272
Fax: (760) 323-8279
Email: Volttean@socal-asa.com

At-Large Player Rep

Kristi Allen

4414 Clearcreek Court
Moorpark, CA 93021
Res: (805) 529-7923
Fax: (805) 529-7923
Email: Kallen@socal-asa.com

At-Large Player Rep

Mike Schuck

2762 Libra Drive
Riverside, CA 92503
Res: (951) 354-0228
Fax: (951) 354-0228
Email: Mschuck@socal-asa.com

At-Large Player Rep

Pending

ASA COMMISSIONERS AND STAFF BY STATE (C - F)

At-Large Player Rep

Adult Commissioner

Gary Berouty

2319 Hill Lane
Redonda Beach, CA 90278
Res: (310) 798-5390
Email: OTMSPORTS@msn.com

At-Large Player Rep

Lorrie Ivie

7381 Pheasant Run Road
Riverside, CA 92509
Bus: (951) 360-5388
Fax: (951) 360-5388
Email: Livie@socal-asa.com

Seniors Commissioner

Vicki Oltean

401 S. Pavilion Way
Palm Springs, CA 92262
Bus: (760) 323-8272
Fax: (760) 323-8279
Email: Voltean@socal-asa.com

Umpire-In-Chief (UIC)

Phil Gutierrez

PO Box 1291
Oceanside, CA 92051
Res: (760) 945-1911
Fax: (760) 945-1981
Email: socalasauc@cox.net

COLORADO

Colorado ASA

Commissioner

Loree Swope

280 Hemlock St
Broomfield, CO 80020
Bus: (303) 365-9600
Cell: (303) 903-4113
Fax: (303) 365-9690
Email: coloasa@comcast.net

JO Commissioner

Tracy Sharshel

7492 S. Vance St.
Littleton, CO 80128
Res: (720) 922-9597
Email: tsharshel@yahoo.com

Player Rep

Darrell Larson

280 Hemlock St.
Broomfield, CO 80020
Bus: (303) 365-9600
Res: (303) 798-4570
Fax: (303) 365-9690
Email: fpdeputy@coloradoasa.org

Umpire-In-Chief (UIC)

Glenda Bates

2754 E. 139th Ave.
Thornton, CO 80602
Res: (720) 929-1481
Cell: (303) 817-2055
Fax: (720) 519-1546
Email: softballcolo@aol.com

CONNECTICUT

Connecticut ASA (01110)

Commissioner

Ed Austin

40 Regent Terrace
Milford, CT 06460
Bus: (203) 874-4036
Res: (203) 874-4036
Fax: (203) 878-3670
Email: edwardaustin@optonline.net
http://www.connecticutasa.com/

JO Commissioner

Cliff La Rose

53 Highland Dr
Monroe, CT 06468
Res: (203) 261-9023
Email: clarose1@aol.com

At-Large Player Rep

Patrick Austin

70 West River St
Milford, CT 06460
Bus: (203) 783-3930
Email: Paustin@ci.milford.ct.us

Umpire-In-Chief (UIC)

Hank Koritkoski

78 Villa St
Middletown, CT 06457
Bus: (860) 704-4558
Res: (860) 347-4745
Fax: (860) 704-4512
Email: hank.donnak@comcast.net

Player Rep

Harry Thomas, Jr.

2413 - 17th St NE
Washington, DC 20018
Res: (202) 526-2390
Email: focusgear@hotmail.com

DELAWARE

Delaware ASA (03110)

Commissioner

Barbara Thornton

Grandview Farms
254 Milford Dr
Middletown, DE 19709
Bus: (302) 378-1077
Res: (302) 378-1077
Fax: (302) 378-1077
Email: commishde@aol.com
http://www.de-asa.org

JO Commissioner

Bruce Weaver

2221 Jones Ln
Wilmington, DE 19810
Bus: (302) 426-6200
Res: (302) 475-0790
Email: bruce.weaver@prufoxroach.com

At-Large Player Rep

Jack Lazartic

PO Box 12011
Wilmington, DE 19850-2011
Bus: (302) 218-7502
Res: (302) 218-7502
Fax: (302) 323-3702
Email: Acesb14@aol.com

Umpire-In-Chief (UIC)

Mike Rowe

43 Wardor Ave
New Castle, DE 19720-3527
Bus: (302) 762-5444
Res: (302) 322-7612
Email: dasaui@aol.com

FLORIDA

Central Florida ASA (05250)

Commissioner

Tony Galloway

PO Box 948305
Maitland, FL 32794
Bus: (407) 696-9880
Res: (407) 920-6625
Fax: (407) 696-5979
Email: centralfloridaasa@yahoo.com
http://www.asasoftballofcentral-florida.org

ASA COMMISSIONERS AND STAFF BY STATE - (F)

JO Commissioner

Susan McKee

924 Greenbelt Circle
Brandon, FL 33510
Res: (813) 245-3786
Fax: (813) 684-4360
Email: smckee@tampabay.rr.com

Women's Player Rep

Rhonda Cline

11 North Forest Ave
Apopka, FL 32703
Bus: (407) 703-1784
Email: rcline@apopka.net

Men's Player Rep

Donald Mann

1600 Bear Creek Crossing
Orlando, FL 32824
Cell: (407) 592-2410
Bus: (407) 858-4710
Email: donald.mann@ocfl.net

Umpire-In-Chief (UIC)

Harlan Rosenberg

4562 Oakton Drive
Orlando, FL 32818
Bus: (407) 592-1801
Res: (407) 293-8400
Fax: (407) 293-4842
Email: huckro@aol.com

Florida's First Coast ASA (05220)

Commissioner

Terry Stephens

851 N Market St Room 112
Jacksonville, FL 32202
Bus: (904) 630-3572
Fax: (904) 630-0608
Email: terrys@coj.net
<http://www.fccsoftball.com>

JO Commissioner

Deena Poole

4251 Windergate Drive
Jacksonville, FL 32257
Res: (904) 288-6622
Email: ffcasajocomm@yahoo.com

Deputy JO Commissioner

Ali Cagle

8700 Southside Blvd Apt 1905
Jacksonville, FL 32202
Email: Alexisc.cagle@mortgagefam-ily.com

Player Rep

Michael Leddy

8519 Santalia
Jacksonville, FL 32211
Res: (904) 723-3701

Player Rep

Morris Anderson

261 E 45th St
Jacksonville, FL 32208
Bus: (904) 858-5093
Res: (904) 353-5710

Umpire-In-Chief (UIC)

Monte Poole

4251 Windergate Drive
Jacksonville, FL 32257
Bus: (504) 218-8250
Res: (904) 288-6622
Fax: (904) 218-8288
Email: mpoole@na2.us.ml.com

District Commissioner

Michael James

851 N. Market St. Rm 112
Jacksonville, FL 32202
Bus: (904) 630-3506
Email: michaelj@coj.net

District Commissioner

Rusty Dean

851 N Market St
Jacksonville, FL 32202
Bus: (904) 630-4145

District Commissioner

Kevin Coleman

851 N Market St
Jacksonville, FL 32202
Res: (904) 630-4145
Email: kevinc@coj.net

North Florida ASA (05120)

Commissioner

Randy Trousdell (Beverly)

Parks & Recreation Dept
510 Lothian Drive
Tallahassee, FL 32312
Res: (850) 305-8679
Email: troustden@earthlink.net
<http://www.northfloridaasa.com>

JO Commissioner

Ashley Edwards

Parks & Recreation Dept
912 Myers Park Dr
Tallahassee, FL 32301
Bus: (850) 891-3853
Fax: (850) 891-3850
Email: edwardsa@talgov.com

Player Rep

Gerry Norris

Parks & Recreation Dept.
912 Myers Park Drive
Tallahassee, FL 32301
Bus: (850) 891-3878
Fax: (850) 891-3850
Email: norrisg@talgov.com

Umpire-In-Chief (UIC)

Wayne Funderburke

Parks & Recreation Dept.
912 Myers Park Dr
Tallahassee, FL 32301
Bus: (850) 891-3819
Fax: (850) 891-3850
Email: funderbw@talgov.com

South Florida ASA (05230)

Commissioner

Moris Uhler (Sheree)

5201 SW 101st. Terr
Cooper City, FL 33328
Bus: (954) 600-7891
Fax: (954) 252-7656
Email: Baddadmoel@aol.com
<http://www.southfloridaasa.com>

JO Commissioner

Hector Torres

14600 S. W. 87th Court
Palmetto Bay, FL 33176
Bus: (305) 666-7937
Res: (305) 238-1948
Fax: (786) 409-4055
Email: htorres33@aol.com

Player Rep

John Hinz

11809 S.W. 47th Court
Cooper City, FL 33330
Email: smhinz533@earthlink.net

Deputy Commissioner

Jose Fonte

8802 NW 176th Lane
Miami, FL 33018
Bus: (305) 823-0773
Fax: (305) 823-2617
Email: jmfonte@aol.com

Umpire-In-Chief (UIC)

Matthew Dunbar

11815 SW 102nd Ct
Miami, FL 33176
Bus: (305) 606-5571
Res: (305) 253-6356
Fax: (305) 253-6356
Email: idunbar@aol.com

ASA COMMISSIONERS AND STAFF BY STATE (F - I)

West Central Florida ASA (05270)

Commissioner Carlton Benton

1843 Bedivere
Lakeland, FL 33813
Bus: (813) 659-4200
Res: (863) 646-0989
Fax: (863) 709-8836
Email: cbenton@plantcitygov.com
http://www.playasa.org/

JO Commissioner Natalie Benton

8819 Selph Road
Lakeland, FL 33810
Bus: (863) 965-5545
Res: (863) 858-7921
Fax: (863) 965-6319
Email: nbenton@auburndalefl.com

At-Large Player Rep Pricilla Lane

4042 Forest Drive
Brandon, FL 33511
Bus: (813) 744-5595
Res: (813) 486-0777
Fax: (813) 744-5589
Email: lanep@hillsborocounty.org

Umpire-In-Chief (UIC) John Leon

1514 Wakefield Drive
Brandon, FL 33511
Res: (813) 661-9414

GEORGIA

Georgia ASA (04110) Commissioner

Al Dattolo (Acting)
111 Panther Woods Dr
Jackson, GA 30233
Res: (678) 752-9266
Fax: (770) 775-6297
Email: AtlantaASA@att.net

JO Commissioner Katie Kay

1261 Morgan Drive
Buckhead, GA 30625
Res: (706) 342-2235
Email: kkasa1@bellsouth.net

JO Commissioner Kim Hamilton

7545 Main Street Bldg 200
Woodstock, GA 30188
Bus: (770) 924-7768
Res: (770) 704-7526
Fax: (770) 924-7890
Email: khamilton@crpa.net

Player Rep Steve Marcus

1039 Autumn Glen Way
Dacula, GA 30019
Res: (770) 822-4622
Fax: (770) 822-1175
Email: marcus993@aol.com

At-Large Player Rep Tommy Groce

1400 Cusseta Road
Columbus, GA 31901
Bus: (706) 653-4189
Res: (706) 573-3128
Fax: (706) 653-4188
Email: tgroce@columbusga.org

At-Large Player Rep Pending

Baseball Commissioner Larry Thompson

575 Kennon Rd
Fortson, GA 31808
Bus: (706) 494-1959
Res: (706) 332-0035
Fax: (706) 332-0035

Umpire-In-Chief (UIC) Jimmy Derrick

4990 Spanish Oak Road
Douglasville, GA 30135
Bus: (678) 290-6161
Res: (770) 920-6912
Email: umpjimmyd@aol.com

Umpire-In-Chief (UIC) Kinard Latham

6101 Candlestick Loop
Columbus, GA 31909
Bus: (706) 561-5557
Res: (706) 561-5557
Fax: (706) 568-1402
Email: k.latham@knology.net

HAWAII

Hawaii ASA (14110) Commissioner

Don Meinel
PO Box 22001
Honolulu, HI 96823
Bus: (808) 523-4757
Res: (808) 595-8763
Fax: (808) 595-8763
Email: tamco@hawaiianisp.com
http://www.asahawaii.com

JO Commissioner Merton T. Ishida

729 Kalalea Street
Honolulu, HI 96825
Bus: (808) 472-1355
Res: (808) 396-8321
Email: ishidaamt@hotmail.com

Umpire-In-Chief (UIC) Roger Javillo

1620 Kewalo Street Apt. 202
Honolulu, HI 96820
Bus: (808) 844-3060
Res: (808) 599-2440
Fax: (808) 842-6039
Email: javillor001@hawaii.rr.com

IDAHO

Idaho ASA (15120) Commissioner Steve Anthony (Robin)

PO Box 336
Coeur D'Alene, ID 83814
Bus: (208) 667-0827
Res: (208) 664-1288
Fax: (208) 667-0827
Email: stevea@cdaid.org
http://www.idahosoftball.com

JO Commissioner John Durrant

1301 Reutzel Drive
Boise, ID 83709
Bus: (208) 362-6039
Email: jmdurrant@thedco.com

Player Rep Earl Kilian

7072 S. Eisenman
Boise, ID 83702
Bus: (208) 331-0044
Fax: (208) 384-4137
Email: ekilian@pobox.ci.boise.id.us

ASA COMMISSIONERS AND STAFF BY STATE (I)

At-Large Player Rep

Bill Parks

1010 Hialeah Dr
Eagle, ID 83616
Res: (208) 938-8182
Fax: (208) 938-8182
Email: BillParks@email.msn.com

Umpire-In-Chief (UIC)

Gary McCarney

338 1/2 S. 16th
Payette, ID 83661
Bus: (208) 642-4122
Res: (208) 642-4675
Email: gmccarney@cableone.net

Umpire-In-Chief (UIC)

Ben Singleton

766 Yosemite Trail
Roselle, IL 60172
Res: (630) 980-6718
Email: bensing@ameritech.net

Umpire-In-Chief (UIC)

Steve Verive

30 W 211 Attleboro Ct
Warrenville, IL 60555
Bus: (630) 393-3534
Res: (630) 393-3534
Fax: (630) 393-0216
Email: asachicagofpuic@hotmail.com

Umpire-In-Chief (UIC)

Paul Tomazzoli

5 Tremont Terrace
Hillsboro, IL 62049
Bus: (217) 532-9353
Res: (217) 532-9353
Fax: (217) 532-3334
Email: softball@consolidated.net

Umpire-In-Chief (UIC)

Bob Daniels

302 N Parkside Road
Normal, IL 61761
Res: (309) 452-0050
Add Cell: (309) 838-8704
Email: umpbobbbyd@insightbb.com

ILLINOIS

Chicago ASA (10210)

Commissioner

Tom O'Neill (Vicki)

8137 Hillcrest Ln
Tinley Park, IL 60477
Bus: (708) 906-0351
Res: (708) 429-2008
Fax: (708) 429-3543
Email: FINAL497@SBCGLOBAL.NET
http://www.chicagometroasa.com

JO Commissioner

Joe Pavone

11140 Brigitte Terrace
Orland Park, IL 60467
Bus: (708) 460-0012
Res: (708) 460-0040
Fax: (708) 460-0027
Email: JoePavone@ChicagoMetroASA.com

At-Large Player Rep

Tom Lorent

9131 W 178th St
Tinley Park, IL 60477
Bus: (630) 377-5310
Res: (708) 532-8268

At-Large Player Rep

Joe Pavone

11140 Brigitte Terrace
Orland Park, IL 60467
Bus: (708) 460-0012
Res: (708) 460-0040
Fax: (708) 460-0027
Email: JoePavone@ChicagoMetroASA.com

Illinois ASA (10110)

Commissioner

Don Brewer (Jean)

25 Westwood Ln
Murphysboro, IL 62966
Bus: (618) 684-4890
Res: (618) 684-6864
Fax: (618) 684-2999
Email: dbrewer@roe30.k12.il.us
http://www.playsoftballillinois.org/

JO Commissioner

Bob Adams

Dragons Dome
3401 Griffin Ave.
Pekin, IL 61554
Bus: (309) 346-4123
Res: (309) 347-5151
Fax: (309) 346-4124

At-Large Player Rep

Jerry Stewart

206 W Washington
Arcola, IL 61910
Res: (217) 268-4567
Email: jlstewa@consolidated.net

At-Large Player Rep

Dan Highland

1012 Barton Drive
Normal, IL 61761
Bus: (309) 661-3736
Res: (309) 454-4306
Fax: (309) 454-4306
Email: danielhighland@aol.com

Umpire-In-Chief (UIC)

Maynard Craff

825 Vernon
East Anton, IL 62024
Res: (618) 259-8050

Umpire-In-Chief (UIC)

Dennis Mesick

8026 54th Street Court
Coal Valley, IL 61240
Res: (309) 799-8602
Email: mesick4@mchsi.com

INDIANA

Indiana ASA (10120)

Commissioner

Wayne Myers (Phyllis)

3300 S 5th St
Terre Haute, IN 47802
Res: (812) 234-0339
Fax: (812) 234-6369
Email: inasacomm@aol.com
http://www.indiana-asa.org

JO Commissioner

Cindy Inman

10856 E. Gibbs Ave
Rosedale, IN 47874
Res: (812) 877-3417
Fax: (812) 877-7916
Email: jocomm@aol.com

Player Rep

Don Kanouse

206 N Taylor St
PO Box 237
St Paul, IN 47272
Bus: (765) 525-9792
Email: thumper1@tds.net

ASA COMMISSIONERS AND STAFF BY STATE (I - K)

Player Rep

Hardy Ashbrook

7 Riggall Road
Peru, IN 46970
Res: (765) 473-4281
Email: hardyasa@sbcglobal.net

At-Large Player Rep

Stacy Kueber

PO Box 149
Inglesfield, IN 47618
Res: (812) 877-3417
Cell: (765) 730-6145
Fax: (812) 877-7916
Email: iasajo@aol.com

At-Large Player Rep

Dave Nolan

112 N 12th St
Box 233
Mitchell, IN 47446
Bus: (812) 849-4442
Res: (812) 276-9265
Fax: (812) 849-6669
Email: hildadon@yahoo.com

At-Large Player Rep

Cindy Inman

10856 E. Gibbs Ave
Rosedale, IN 47874
Res: (812) 877-3417
Fax: (812) 877-7916
Email: jocomm@aol.com

At-Large Player Rep

Steve Chamness

60920 Clover Ridge Ct
Elkhart, IN 46516
Bus: (574) 295-3836
Res: (574) 875-3883
Email: chamasablu@aol.com

Seniors Commissioner

Nels O'Neal

8251 North 300 West
West Lafayette, IN 47906
Res: (765) 463-7309
Email: cindyoneal@purdue.edu

Seniors Commissioner

Leanne Eberts

4835 W CR 600 N
Scipio, IN 47273
Res: (812) 392-2226
Email: LEANNEEBERTS@YAHOO.COM

Umpire-In-Chief (UIC)

Steve Chamness

60920 Clover Ridge Ct
Elkhart, IN 46516
Bus: (574) 295-3836
Res: (574) 875-3883
Email: chamasablu@aol.com

IOWA

Iowa ASA (12110)

Commissioner

Tom Topping (Lisa)

1534 Penrose St
Grinnell, IA 50112
Bus: (641) 236-5766
Res: (319) 354-4875
Fax: (641) 236-6779
Email: ttopping@earthlink.net
http://www.asasoftball.com/iowa

JO Commissioner

Ron Zimmerman

1450 Devitt Ave.
Muscatine, IA 52761
Bus: (563) 468-6680
Res: (563) 263-2025
Email: zimm@machlink.com

At-Large Player Rep

Keith Sandvold

3006 Wellington
Cedar Falls, IA 50613
Bus: (319) 233-0243
Res: (319) 266-4389
Fax: (319) 233-0243
Email: AirSand@aol.com

Umpire-In-Chief (UIC)

Ed Murphy

1470 48th Street
Marion, IA 52302
Bus: (319) 310-4210
Res: (319) 373-4106
Email: emurphy@umpire.com

KANSAS

Kansas ASA (12120)

Commissioner

Joe Sproul

HCR 63 Box 111
Edmond, KS 67645
Bus: (785) 622-4241
Fax: (785) 622-4245
Email: jsproul@ruraltel.net
http://www.kasasoftball.org

JO Commissioner

Sarah McMahon

2328 Wesley St
Salina, KS 67401-6924
Res: (316) 823-5411
Fax: (785) 823-2735
Email: bablu@sbcglobal.net

JO Commissioner

John Crippen

3606 N Clarence
Wichita, KS 67204
Res: (316) 832-0338
Fax: (316) 832-1244
Email: jfglc@sbcglobal.net

Player Rep

Jeffrey Bachman

1112 Oak Circle
Salina, KS 67401
Res: (785) 825-6122
Email: asahammerheads@sbcglobal.net

At-Large Player Rep

Jim Westerhaus

335 W Chestnut St
Junction City, KS 67441-3518
Res: (785) 238-7409
Email: jwesty@oz-online.net

Umpire-In-Chief (UIC)

Rodney Peer

4806 Bison
Wichita, KS 67204
Bus: (316) 269-4038
Res: (316) 838-4142
Email: rpeerks@prodigy.net

KENTUCKY

Kentucky ASA (10130)

Commissioner

Garland Thompson (Linda)

575 Pekin Pike
Wilmore, KY 40390-9576
Res: (859) 858-8031
Email: kyasacomm@hotmail.com
http://www.kyasacomm.com

JO Commissioner

Mike Murphy

809 Hinton Dr
Maysville, KY 41056
Res: (606) 564-7159

ASA COMMISSIONERS AND STAFF BY STATE (K - M)

JO Commissioner

Brenda Petty
Warren County Parks/Rec
2055 Three Springs Rd
Bowling Green, KY 42104
Bus: (270) 842-5302
Res: 270-842-6307
Email: bpettyasa@aol.com

At-Large Player Rep

Bill Bollinger
7594 Laketown Rd
Owensboro, KY 42301
Res: (270) 764-1019
Fax: (270) 764-1019
Email: philly@owensboro.net

Fast Pitch Commissioner

Jim Voyles
6644 waterford place
Owensboro, KY 42303
Bus: (270) 683-9307
Res: (270) 281-9333
Fax: (270) 683-1472
Email: jvayles@teamipsports.com

Umpire-In-Chief (UIC)

John Combs
1045 Walnut Grove Circle
Richmond, KY 40475
Res: (859) 623-3058

LOUISIANA

Louisiana ASA (06120)

Commissioner
Bill Skinner
11438 N. Lee Hughes Road
Hammond, LA 70401
Bus: (985) 507-0092
Res: (225) 567-3364
Fax: (225) 567-3364
Email: bskinner2@charter.net
http://www.louisianaASA.com

JO Commissioner

Rose Dedon
7332 Leyland Court
Baton Rouge, LA 70809
Res: (225) 924-6591
Fax: (225) 248-9952
Email: dsoftballrose@aol.com

Player Rep

Scott Wheat
16069 Rawlings Rd
Prairieville, LA 70769
Res: (225) 677-5972
Fax: (225) 324-2738
Email: meathead88@cox.net

Umpire-In-Chief (UIC)

Ike Wheeler
3522 Ponderosa Dr
Bossier City, LA 71112
Bus: (318) 773-0128
Res: (318) 742-6167
Fax: (318) 673-7800

MAINE

Maine ASA (01120)

Commissioner
Bill Cary (Laurie)
21 Nelson Rd
South Portland, ME 04106
Bus: (207) 767-7650
Res: (207) 767-2971
Fax: (207) 767-7669
Email: wcary@southportland.org
http://www.maineasa.org/

JO Commissioner

Peter Marczak
32 S Belfast Ave
Augusta, ME 04330
Res: (207) 626-0580
Email: PRecre8@aol.com

Player Rep

Richard Higgins
119 Holmes Rd
Scarborough, ME 04074
Res: (207) 883-4428
Email: rhiggins2@maine.rr.com

Umpire-In-Chief (UIC)

Steve Roscia
57 Jefferds Way
Wells, ME 04090
Bus: (207) 282-1579
Res: (207) 985-6702
Email: steveasa@xpressamerica.net

MARYLAND DC

Maryland DC ASA (03120)

Commissioner
Jack Mowatt
2410 Springlake Ct W
Gambrills, MD 21054
Res: (301) 621-7152
Fax: (301) 621-7152
Email: dcasa@erols.com
http://www.dcasa.org

Deputy Commissioner

Fletcher Kinne
410 Kimwood Road
Arnold, MD 21012
Bus: (301) 405-5047
Res: (410) 544-3561
Fax: (301) 314-0827
Email: fletch@math.umd.edu

JO Commissioner

Jack Hutcherson
102 Pond View Drive
Centreville, MD 21617
Res: (410) 758-1806
Cell: (301) 520-7415
Email: jackhutcherson@atlanticbb.net

At-Large Player Rep

Rick Mest
4235 Forbes Blvd Suite A
Lanham, MD 20716
Bus: (301) 918-8105
Res: (410) 451-1145
Fax: (301) 918-8124
Email: rmest@pgparks.com

Player Representative

Harry T. Thomas, Jr.
2413 17th Street NE
Washington, DC 20018
Res: (202) 526-2390
Email: focussgear@hotmail.com

Umpire-In-Chief (UIC)

Ray Barrier
4301 Sandwich Court
Waldorf, MD 20601
Res: (301) 843-4722
Cell: (301) 908-1351
Email: rayba@comcast.net

At-Large Player Rep

Nick Olszewski, Jr
202 North Branch Rd
Baltimore, MD 21222
Bus: (443) 829-8350
Res: (410) 284-6753
Email: nicktac32@comcast.net

ASA COMMISSIONERS AND STAFF BY STATE (M)

MASSACHUSETTS

Boston ASA (01210)

Commissioner

Ray Macone

414 Main Street

Melrose, MA 02176

Bus: (781) 665-9745

Res: (781) 665-5925

Fax: (781) 665-5665

Email: asaboston@comcast.net

<http://www.asaboston.com>

JO Commissioner

Phil McElroy Jr

41 Marathon St

Arlington, MA 02474

Res: (781) 646-7503

Fax: (781) 647-9854

Email: middkrush@aol.com

Player Rep

Robert Christiansen

51 Melrose St Apt 1B

Melrose, MA 02176

Res: (781) 665-5371

Email: cbobchris@aol.com

At-Large Player Rep

Richard Rose

16 Renwick Rd

Melrose, MA 02176

Bus: (781) 665-9745

Res: (781) 665-5001

Fax: (781) 665-5665

Email: HOGANROSE@comcast.net

Umpire-In-Chief (UIC)

Jim Fanning

11 Willis St

Saugus, MA 01906

Bus: (781) 665-9745

Res: (781) 558-1352

Fax: (781) 665-5665

Email: bostonuic@comcast.net

Massachusetts ASA (01130)

Commissioner

Edward Ladley (Rose Marie)

210 Brown Street

Pittsfield, MA 01201

Bus: (413) 684-1330

Res: (413) 499-4656

Fax: (413) 684-5032

Email: eladley@cbrsd.org

<http://www.massasa.com>

JO Commissioner

Wayne Coe

30 Morton St

Leominster, MA 01453

Bus: (978) 486-8988

Res: (978) 840-8068

Email: waynecoe@donelans.com

Player Rep

Joe Gallagher

32 Chape St

Lowell, MA 01852

Res: (978) 453-3154

Email: joegallagherasa@aol.com

At-Large Player Rep

Louis Pearlstein

315 Lake Dr

Hamilton, MA 01982

Res: (978) 468-2014

Email: top-ump@comcast.net

Umpire-In-Chief (UIC)

Gus Chester

83 Virginia St

Springfield, MA 01108

Res: (413) 731-9449

Fax: (413) 731-5054

Email: gus.chester@worldnet.att.net

MICHIGAN

Detroit ASA (08210)

Commissioner

Tim Doyle (Laura)

2231 Garland

Sylvan Lake, MI 48320

Bus: (248) 681-7000

Res: (248) 681-7000

Fax: (248) 681-7001

Email: tim@etdred.com

<http://www.metrodetroitasa.com>

JO Commissioner

Dennis Troshak

812 Tanager Trail

Howell, MI 48843

Bus: (248) 738-2500

Res: (517) 548-0124

Fax: (248) 738-2529

Email: dmtroshak@yahoo.com

Player Rep

Tim Whitson

30529 Florence

Garden City, MI 48135

Bus: (734) 634-4796

Res: (734) 634-4796

Email: twhitson@wowway.com

Deputy Commissioner

Stu Alderman

Troy Parks & Rec Dept

3179 Livernois

Troy, MI 48063-5285

Bus: (248) 524-3484

Res: (586) 731-1293

Fax: (248) 689-6497

Email: aldermansj@ci.troy.mi.us

Umpire-In-Chief (UIC)

Robert Lawson

30740 Lincoln Court

New Hudson, MI 48165

Res: (248) 437-4356

Email: mdsabob@aol.com

Michigan ASA (08110)

Commissioner

Jerry Hanson (Sue)

3316 Isabella Street

Midland, MI 48640

Bus: (989) 835-5821

Fax: (989) 835-1276

Email: jerryhanson@masasoftball.org

org

<http://www.masasoftball.org>

JO Commissioner

Jim Morgan

4811 N Saginaw Rd

Midland, MI 48640

Bus: (989) 837-6930

Res: (989) 496-2435

Fax: (989) 835-5651

Email: jmorgan@midland-mi.org

Player Rep

Mary Scheurer

259 Kent St

Portland, MI 48875

Bus: (517) 647-7985

Res: (616) 527-1722

Fax: (517) 647-6612

Email: recreationdirector@portland-michigan.com

At-Large Player Rep

Darrin Duistermars

353 N 120th Avenue

po box 8127

Holland, MI 49422

Bus: (616) 396-2345

Fax: (616) 396-2537

Email: darrind@hct.holland.mi.us

ASA COMMISSIONERS AND STAFF BY STATE (M)

At-Large Player Rep

Marty McGuire

4811 N Saginaw Rd
PO Drawer 1647
Midland, MI 48640-1647
Bus: (989) 837-6910
Res: (989) 835-8040
Fax: (989) 837-5739
Email: mmcguire@midland-mi.org

Umpire-In-Chief (UIC)

Gary Evans

325 West Willow
Mason, MI 48854
Res: (517) 676-3546
Email: garyump@sbcglobal.net

MINNESOTA

Minneapolis ASA (11210)

Commissioner

Scott Gagnon (Kristen)

2117 W River Rd
N. Minneapolis, MN 55411-2227
Bus: (612) 230-6487
Res: (763) 784-3111
Fax: (612) 230-6507
Email: sgagnon@minneapolisparcs.org
<http://www.minneapolisparcs.org>

JO Commissioner

Amy Bassett

2117 W River Rd
N. Minneapolis, MN 55411
Bus: (612) 230-6488
Fax: (612) 230-6507
Email: abassett@minneapolisparcs.org

Umpire-In-Chief (UIC)

Paul Kraimer

PO Box 126
Maple Plain, MN 55359
Res: (952) 240-5499
Email: kraim@hotmail.com

Minnesota ASA (11110)

Commissioner

Perry Coonce

Minnesota Sports Federation
7833 Hwy 65 NE
Spring Lake Park, MN 55432
Bus: (763) 241-1789
Res: (763) 420-6562
Fax: (763) 241-1736
Email: staff@msf1.org
<http://www.msf1.org>

JO Commissioner

Ryan Gunderson

Minnesota Sports Federation
7833 Hwy 65 NE
Spring Lake Park, MN 55432
Bus: (763) 241-1789
Fax: (763) 241-1736
Email: ryan@msf1.org

At-Large Player Rep

Ryan Gunderson

Minnesota Sports Federation
7833 Hwy 65 NE
Spring Lake Park, MN 55432
Bus: (763) 241-1789
Fax: (763) 241-1736
Email: ryan@msf1.org

At-Large Player Rep

Becky Macken

5036 Nicklaus Dr NW
Rochester, MN 55901
Bus: (507) 255-6261
Res: (507) 289-3814
Fax: (507) 289-4548
Email: beckymacken@hotmail.com

Umpire-In-Chief (UIC)

George Fadell

PO Box 23085
Richfield, MN 55423
Res: (612) 866-1640
Email: mnasauc1@juno.com

St. Paul ASA (11220)

Commissioner

Deb Holtkamp

1500 Rice St
St Paul, MN 55117
Bus: (651) 558-2255
Fax: (651) 558-2237
Email: debra.holtkamp@ci.stpaul.mn.us
<http://www.ci.stpaul.mn.us/depts/parks>

JO Commissioner

Vic Wittgenstein

195 Valleyside Drive
St. Paul, MN 55119
Bus: (651) 735-5697
Email: vwittgenstein@yahoo.com

Player Rep

Robert Smith

1500 Rice St
St. Paul, MN 55117
Bus: (651) 558-2255
Fax: (651) 558-2237
Email: robert.smith@ci.stpaul.mn.us

Umpire-In-Chief (UIC)

Keith Cook

3288 Twin Lake Rd
Little Canada, MN 55127
Bus: (651) 633-1373
Res: (651) 490-7996
Fax: (651) 633-1893
Email: keith_cook@ryder.com

MISSISSIPPI

Mississippi ASA (06130)

Commissioner

E.T. Colvin (Linda)

106 Pinewood Park
Columbus, MS 39702
Res: (662) 328-3180
Fax: (662) 328-4224
Email: et@tilc.com
<http://www.missasa.com>

JO Commissioner

Shirley Ray

PO Box 475
Tupelo, MS 38802-0475
Res: (662) 963-2591
Fax: (662) 963-2544

Player Rep

Troy "Doc" Jenkins

2410 Porters chapel Rd
Vicksburg, MS 39180
Bus: (601) 634-0276
Res: (601) 634-1775
Fax: (601) 634-0276
Email: dockenks@bellsouth.net

At-Large Player Rep

Roger Short

PO Box 2648
Tupelo, MS 39704
Bus: (662) 327-4935
Res: (662) 327-8656
Fax: (662) 329-5295
Email: short@cablene.net

Umpire-In-Chief (UIC)

Jerry Stewart

3108 15th Ave
Meridian, MS 39305
Bus: (601) 482-8529
Res: (601) 483-1607
Fax: (601) 482-5668
Email: jblainestewart@netzero.com

ASA COMMISSIONERS AND STAFF BY STATE (M)

MISSOURI

Kansas City ASA (12210)

Commissioner

Chuck Hawke

4525 West 140th Street
Leawood, KS 66224
Res: (913) 239-9284
Fax: (913) 239-9548
Email: asakc@birch.net
<http://www.asakc.org>

JO Commissioner

Mary Mahoney

12866 King St
Overland Park, KS 66213
Bus: (913) 338-2256
Fax: (913) 338-2256
Email: jofastpitch@aol.com

Umpire-In-Chief (UIC)

Roger Randall

11112 W 50th Terr
Shawnee, KS 66203
Res: (913) 631-5119
Fax: (913) 631-8829
Email: kcuic99@yahoo.com

Missouri ASA (12130)

Commissioner

Joey Rich

1923 N Weller Ave
Springfield, MO 65803
Bus: (417) 869-2120
Fax: (417) 863-1026
Email: jrich@ci.springfield.mo.us
<http://www.asasoftball.com/missouri>

JO Commissioner

Kristy Bullock

PO Box 886
Rolla, MO 65402
Bus: (573) 364-4278
Fax: (573) 308-4012
Email: kristy@rollacity.org

At-Large Player Rep

Ken Kwantes

PO Box 886
Rolla, MO 65402
Bus: (573) 364-4278
Res: (573) 341-3450
Fax: (573) 308-4012
Email: parks@rollacity.org

Umpire-In-Chief (UIC)

Kermit Daniel

960 Yancey
Liberty, MO 64068
Res: (816) 222-4421
Fax: (816) 222-4421

Player Rep

Milo Mitchell

2940 Jarboe
Kansas City, MO 64108
Res: (816) 753-5892

Slow Pitch Commissioner

Mike Dryer

2246 SW Wall St
Blue Springs, MO 64015
Bus: (816) 268-7330
Res: (816) 220-0383
Fax: (816) 268-7345
Email: mdryer14@sbcglobal.net

Umpire-In-Chief (UIC)

John Orlowski

10427 N Cherry St
Kansas City, MO 64155
Res: (816) 797-1197

St. Louis ASA (12230)

Commissioner

Mel Pinkley (Loretta)

9464 Page Ave
St. Louis, MO 63132
Bus: (314) 429-7577
Res: (314) 739-3684
Fax: (314) 429-1705
Email: stlasa01@sbcglobal.net
<http://www.asasoftball.com/stlouis>

JO Commissioner

Jim Crites

2101 Dettmer Place
Florissant, MO 63031
Res: (314) 921-7283
Fax: (314) 429-1705

Player Rep

Mike Meyers

9818 Affton View Ct
St Louis, MO 63123
Res: (314) 544-3732

At-Large Player Rep

Chuck Cox

4207 Connecticut St
St Louis, MO 63116
Res: (314) 772-8077
Fax: (314) 772-9236
Email: chuckstlasauic@aol.com

Umpire-In-Chief (UIC)

Chuck Cox

4207 Connecticut St
St Louis, MO 63116
Res: (314) 772-8077
Fax: (314) 772-9236
Email: chuckstlasauic@aol.com

MONTANA

Montana ASA (15130)

Commissioner

Bob Rowling (Mary)

1340 Harrison Ave
Butte, MT 59701
Bus: (406) 497-6408
Res: (406) 494-7017
Fax: (406) 497-6404
Email: browning@co.silverbow.mt.us

JO Commissioner

Ed Kriskovich

1836 Avenue E
Billings, MT 59102
Bus: (406) 655-1400
Res: (406) 252-8555
Email: kriskoviche@billings.k12.mt.us

Player Rep

Hank Hewitt

1115 18th St W
Billings, MT 59102
Bus: (406) 657-7383
Res: (406) 259-6917

Umpire-In-Chief (UIC)

Arnold Schultz

36 S Crestwood
Billings, MT 59101
Bus: (406) 652-4000
Res: (406) 656-6409

NEBRASKA

Nebraska ASA (12140)

Commissioner

Joe Patterson

4103 Osborne Dr East
Hastings, NE 68901
Bus: (402) 462-7100
Res: (402) 463-5222
Fax: (402) 461-2323
Email: jpatterson@cityofhastings.org
<http://www.nebraskasoftball.org>

JO Commissioner

Renee Williams

1340 N 44th St #3
Lincoln, NE 68503
Bus: (402) 420-6226
Res: (402) 467-4621
Fax: (402) 461-3297
Email: sb.blue@yahoo.com

ASA COMMISSIONERS AND STAFF BY STATE (M - N)

Player Rep

Mel Heilmann
2304 Mahood
Columbus, NE 68601
Res: (402) 564-4855

At-Large Player Rep

Bob Brown
2312 E 22nd
Fremont, NE 68025
Bus: (402) 721-6040
Res: (402) 727-5267
Fax: (402) 721-4647
Email: bowiebro@peoplepc.com

Umpire-In-Chief (UIC)

Bobbie Seals
3314 5th Ave
Kearney, NE 68845
Bus: (308) 234-2538
Res: (308) 236-9051
Fax: (308) 236-5579

NEVADA

Nevada ASA (14140)

Commissioner
Tony Pehle (Pamela)
Parks & Recreation Dept
98 Richards Way
Sparks, NV 89431
Bus: (775) 353-7836
Res: (775) 424-6275
Fax: (775) 353-2401
Email: tpehle@cityofsparks.us
<http://www.nvasa.com/>

JO Commissioner

Sally Commerford
8027 Rodeo Dr
Las Vegas, NV 89123
Res: (702) 361-7431
Fax: (702) 263-9471
Email: SallyASA@aol.com

Player Rep

Steve Campbell
25 Palm Springs Ct
Sparks, NV 89436
Bus: (775) 323-0083
Res: (775) 425-9210
Email: scampbell@farmersagent.com

Player Rep

Kevin Comphe
1555 Istrice Rd
Sparks, NV 89436
Res: (775) 626-1154
Email: kcomp44@charter.net

Slow Pitch Coordinator

Doug Foremaster
2260 11th Street
Sparks, NV 89431
Bus: (775) 240-6026
Res: (775) 240-6026
Email: dforemaster@hotmail.com

Umpire-In-Chief (UIC)

Jim Lykins
10381 Grassyrock Ct.
Las Vegas, NV 89129
Res: (702) 258-0917
Fax: (702) 258-0917
Email: umpinblue@aol.com

NEW HAMPSHIRE

New Hampshire ASA (01140)

Commissioner
Bob Hopley (Allison)
PO Box 8178
Portsmouth, NH 03802
Bus: (603) 610-7111
Res: (603) 431-0664
Email: nhasarep@aol.com
<http://www.asa-nh.org>

JO Commissioner

Bryan Bruder
103 Liberty Lane
Keene, NH 03431
Res: (603) 357-1147
Email: bbruder@asa-nh.org

Umpire-In-Chief (UIC)

Glenn Colburn
16 Lorisa Ln
Milford, NH 03055
Res: (603) 672-6547
Fax: (603) 672-6547
Email: asanh@prodigy.net

JO Commissioner

Paul Lackey
35 Millies Circle
Campton, NH 03223
Bus: (603) 838-6544
Email: lackeyps@yahoo.com

NEW JERSEY

New Jersey ASA (02110)

Commissioner
Leo Spirito (Patricia)
14 South Derby Rd
Springfield, NJ 07081-3316
Bus: (973) 467-4034
Res: (973) 467-0984
Fax: (973) 467-7857
Email: ljs@njasa.org
<http://www.njasa.org>

JO Commissioner

Patricia A. Spirito
14 South Derby Rd
Springfield, NJ 07081-3316
Bus: (973) 467-4034
Res: (973) 467-0984
Fax: (973) 467-7857
Email: pas@njasa.org

Player Rep

Doug Smith
19 Glen Eagles Road
Washington, NJ 07882
Bus: (800) 350-8005
Res: (908) 689-3087
Fax: (973) 921-2876
Email: smithdo@bollingerinsurance.com

At-Large Player Rep

Patricia A. Spirito
14 South Derby Rd
Springfield, NJ 07081-3316
Bus: (973) 467-4034
Res: (973) 467-0984
Fax: (973) 467-7857
Email: pas@njasa.org

Umpire-In-Chief (UIC)

Jim Peters
1526 Cornell Drive
Linden, NJ 07036
Bus: (201) 943-4111
Res: (908) 925-8988
Email: jpeters@comcast.net

Newark ASA (02240)

Commissioner
Angelo Frannicola (Toni)
5 Fairfax Ct
Nutley, NJ 07110
Bus: (973) 661-8850
Res: (973) 667-5172
Fax: (973) 661-2834
Email: metronewarkasa1@aol.com

ASA COMMISSIONERS AND STAFF BY STATE (N)

JO Commissioner
M. Bruce Kaufmann
Westfield Recreation
425 E Broad St
Westfield, NJ 07090
Bus: (908) 789-4080
Res: (732) 636-5355
Fax: (908) 789-4083
Email: recreation@westfieldnj.net

Player Rep
Charles De Franza
74 Forrest Hills Pkwy
Cedar Grove, NJ 07009
Bus: (973) 483-0900
Res: (973) 239-0239

Player Rep
Jack Kopidowski
81 Satterthwaite
Nutley, NJ 07110
Res: (973) 284-1283

Umpire-In-Chief (UIC)
Dennis La Scala
16 Ward Pl
Caldwell, NJ 07006
Bus: (973) 857-4672
Res: (973) 364-9613

Umpire-In-Chief - Asst
Joe McGeever
43 Lynn Drive
Woodbury, NJ 08046
Res: (218) 567-7084

NEW MEXICO

New Mexico ASA (13140)
Commissioner
Alice Cox
1017 N Armijo St
Las Cruces, NM 88005
Res: (505) 523-4336
Fax: (505) 647-1877
Email: nmasa@zianet.com
http://www.zianet.com/nmasa/

JO Commissioner
Joe Thomas
2304 Fred Daugherty Ave
Clovis, NM 88101
Bus: (505) 769-2376
Res: (505) 762-9069
Fax: (505) 769-2378
Email: jthomas@plateautel.net

Player Rep
Gil Padilla
PO Box 8273
Las Cruces, NM 88006
Res: (505) 649-9164
Email: rachelandgil@aol.com

Umpire-In-Chief (UIC)
Billy Makarski
9017 Menaul Blvd Ne
Albuquerque, NM 87112
Bus: (505) 292-8955
Res: (505) 296-2650
Email: nmasawaterskier@aol.com

Umpire-In-Chief (UIC)
Johnny Campbell
601 Island St.
Bloomfield, NM 87413
Res: (505) 632-9434
Email: johcam53@yahoo.com

NEW YORK

Buffalo ASA (02210)
Commissioner
Ed Lindsey (Louise)
987 Fillmore Ave
Buffalo, NY 14211
Res: (716) 891-8373
Fax: (716) 896-2070
Email: edbuffaloasa@aol.com
http://www.metrobuffaloasa.org

JO Commissioner
Philip Augustino
656 North French Rd., Ste. 2
Amherst, NY 14228
Bus: (716) 691-3586
Res: (716) 634-8283
Fax: (716) 691-3860
Email: paa55@yahoo.com

At-Large Player Rep
Robert Nowak
27 Curlew
East Amherst, NY 14051
Res: (716) 688-6623
Email: mnowak2772@cs.com

Umpire-In-Chief (UIC)
Eric Minton
3770 Spice Creek
North Tonawanda, NY 14120
Res: (716) 694-9414
Email: elmmad@aol.com

Umpire-In-Chief (UIC)
Gary Neunder
31 Maricrest Dr
Amherst, NY 14228-3042
Res: (716) 691-6633
Fax: (716) 691-6633

New York ASA (02120)
Commissioner
Robert Farrell
104 West Schuyler St
Oswego, NY 13126
Res: (315) 343-6096
Email: nysasa@twcny.rr.com
http://www.newyorkasa.org

JO Commissioner
Bev Valachovic
84 Chestnut St
Binghamton, NY 13905
Res: (607) 722-8951
Email: valachovic@aol.com

At-Large Player Rep
Bill Dosey
147 Bower Road
Poughkeepsie, NY 12603
Res: (845) 452-8623
Fax: (845) 473-3302
Email: D5softball@aol.com

At-Large Player Rep
Ed Crane
2918 Holly Lane
Endwell, NY 13760
Res: (607) 754-6229
Fax: (607) 754-6229
Email: ecrane@stny.rr.com

Umpire-In-Chief (UIC)
Ed Crane
2918 Holly Lane
Endwell, NY 13760
Res: (607) 754-6229
Fax: (607) 754-6229
Email: ecrane@stny.rr.com

Southern New York ASA (02250)
Commissioner
Glen Payne, Sr. (Marie)
250 Waters Ave
Staten Island, NY 10314
Res: (718) 816-8934
Fax: (718) 816-4777
Email: gpayne@wagner.edu
http://www.lidistrict8asa.com/

ASA COMMISSIONERS AND STAFF BY STATE (N)

JO Commissioner

Marie Payne
250 Waters Ave
Staten Island, NY 10314
Bus: (718) 698-3833
Res: (718) 816-8934
Fax: (718) 816-4777
Email: mariec12@aol.com

Player Rep

Shannon Payne
85 Mason Street
Staten Island, NY 10304
Res: (718) 668-1013
Email: shanpayne121@aol.com

At-Large Player Rep

Marie Payne
250 Waters Ave
Staten Island, NY 10314
Bus: (718) 698-3833
Res: (718) 816-8934
Fax: (718) 816-4777
Email: mariec12@aol.com

Umpire-In-Chief (UIC) Newton Buckner

301 Sutter Avenue
Brooklyn, NY 11212
Res: (718) 495-4564
Email: nbucsr@aol.com

NORTH CAROLINA

North Carolina ASA (04120) Commissioner

Tony Laws (Patsy)
PO Box 1358
Burlington, NC 27216
Bus: (336) 222-5030
Res: (336) 584-9842
Fax: (336) 229-3106
Email: tlaws@ci.burlington.nc.us
http://www.northcarolinaasa.com

JO Commissioner

Rick McHone
PO Box 1116
Rural Hall, NC 27045
Bus: (336) 416-6056
Res: (336) 983-6221
Email: ricmchone@netzero.net

At-Large Player Rep

Bob Caldwell
5608 Matthews-Mint Hill Rd
Charlotte, NC 28227-9388
Bus: (704) 545-2111
Res: (704) 545-0204
Fax: (704) 545-2111
Email: rcaldwell2@carolina.rr.com

Umpire-In-Chief (UIC)

Phil King
2704 Dunhaven Dr
Garner, NC 27529
Bus: (919) 779-4280
Res: (919) 772-4520
Fax: (919) 779-4280
Email: philcallsball@yahoo.com

NORTH DAKOTA

North Dakota ASA (11120) Commissioner

James Hanley (Yvonne)
1708 Cottonwood St
Grand Forks, ND 58201
Res: (701) 772-2709
Fax: (701) 772-4319
Email: jimhanley@gra.midco.net

JO Commissioner

Kathy Stefonek
701 11th Ave SE
Jamestown, ND 58401
Res: (701) 252-3545
Email: jo@ndasa.org

JO Commissioner

Deb Marback
2998 Warwick Loop
Bismarck, ND 58504
Bus: (701) 258-2629
Res: (701) 258-6889
Fax: (701) 258-6889
Email: mdmarback@bis.midco.net

At-Large Player Rep Dick Gulmon

883 Chautauqua Blvd.
Valley City, ND 58072
Bus: (701) 845-2712
Res: (701) 845-4332
Fax: (701) 845-0781
Email: dgulmon@csicable.net

Umpire-In-Chief (UIC)

Michael Wolf
1926 Billings Dr
Bismarck, ND 58504-7253
Bus: (701) 328-7330
Res: (701) 222-0478
Email: wolfdm8993@yahoo.com

OHIO

Cincinnati ASA (10220)

Commissioner
Danney Saylor (Gayle)
PO Box 536
Ross, OH 45061
Bus: (513) 738-1850
Res: (513) 738-1850
Fax: (513) 738-3636
Email: gaylesaylor@msn.com
http://www.metrocincinnati-asa.com

JO Commissioner

Patty Amrein
6845 Colerain Ave
Cincinnati, OH 45239
Bus: (513) 741-4263
Res: (513) 741-8966
Fax: (513) 779-8801
Email: cincysoftball@fuse.net

At-Large Player Rep

Patty Amrein
6845 Colerain Ave
Cincinnati, OH 45239
Bus: (513) 741-4263
Res: (513) 741-8966
Fax: (513) 779-8801
Email: cincysoftball@fuse.net

Umpire-In-Chief (UIC)

Jerry Fick
3016 Ambler Dr
Cincinnati, OH 45241
Res: (513) 563-2755
Fax: (513) 563-0701
Email: asaui@fuse.net

Cleveland ASA (09210) Commissioner

Donn Addante
C/O Division of Recreation
601 Lakeside Room 8
Cleveland, OH 44114
Bus: (216) 664-2326
Res: (216) 741-8281
Fax: (216) 861-1709
Email: donnaddante_cleveland-asa@msn.com
http://www.asametrocleveland.com

JO Commissioner

Tom Burke
13015 Compass Point
Strongsville, OH 44136
Res: (440) 238-3453
Email: sacham@aol.com

ASA COMMISSIONERS AND STAFF BY STATE (N - O)

Umpire-In-Chief (UIC)

Don Schmook
1007 Englewood Dr
Parma, OH 44134
Bus: (216) 398-3354
Res: (216) 398-3353
Fax: (216) 398-3353

Dayton ASA (09230)

Commissioner

Clyde Brewer (Tay)

10476 Germantown-Middletown Rd
Germantown, OH 45327
Res: (937) 855-7745
Fax: (937) 855-7745
Email: cbrewerasa@copper.net

JO Commissioner

John Zampatti

441 Kenec Dr
Middletown, OH 45042
Res: (513) 422-2843

Umpire-In-Chief (UIC)

Bernie Harris

3632 Twinbrook Ln
Kettering, OH 45429
Bus: (937) 296-2486
Res: (937) 299-5053
Fax: (937) 296-3338

Ohio ASA (09110)

Commissioner

Warren Jones (Esther)

810 Township Rd 1504
Ashland, OH 44805
Bus: (419) 651-3335
Res: (419) 289-3978
Fax: (419) 207-0785
Email: warrenjones@zoominternet.net
http://www.ohioasasoftball.org

JO Commissioner

Bob Ward

1425 Observatory Drive
Fairborn, OH 45324
Bus: (937) 270-6796
Res: (937) 767-8950
Fax: (937) 767-8950
Email: ridgers44@aol.com

At-Large Player Rep

Paul Drake III

420 Holly Drive
Oregon, OH 43616
Res: (419) 697-7469
Email: pdrake3@buckeye-express.com

At-Large Player Rep

Tom Zappone

1473 Montgomery TWP 853
Ashland, OH 44805
Res: (419) 281-3701
Email: zapp@zoominternet.net

At-Large Player Rep

Dave Honaker

1061 Deer Crossing
Ashland, OH 44805
Res: (419) 289-0876

Umpire-In-Chief (UIC)

Paul Drake III

420 Holly Drive
Oregon, OH 43616
Res: (419) 697-7469
Email: pdrake3@buckeye-express.com

OKLAHOMA

Oklahoma ASA (06140)

Commissioner

Virgil Ackerson (Jeanne Ann)

605 Rivera
Tonkawa, OK 74653
Res: (580) 628-2475
Fax: (580) 628-2311
Email: okcommissioner@hotmail.com
http://www.oasa.org

JO Commissioner

JoAnn McGuire

201 Rosanne St
Enid, OK 73703-3519
Bus: (580) 233-0541
Email: jmfiddlers@hotmail.com

Player Rep

Bob Gill

1624 Sunrise
Norman, OK 73071
Bus: (405) 329-6506
Res: (405) 364-2426
Fax: (918) 337-2897

At-Large Player Rep

JoAnn McGuire

201 Rosanne St
Enid, OK 73703-3519
Bus: (580) 233-0541
Email: jmfiddlers@hotmail.com

At-Large Player Rep

Ben Bunch

6310 Cottontail Lane
Enid, OK 73703
Bus: (580) 234-6324
Res: (580) 234-6214
Email: bbunchasa@cox.net

Umpire-In-Chief (UIC)

Ron Mueller

RR 1 Box 125
Lahoma, OK 73754
Bus: (580) 213-9655
Res: (580) 796-2777

JO Commissioner

Shural Knippers

1300 E Boise Street
Broken Arrow, OK 74012
Res: (914) 835-5380
Email: shural.knippers@york.com

Player Rep

Ron Ramos

9005 N 184th East Ave
Owasso, OK 74055
Res: (918) 272-9394

Umpire-In-Chief (UIC)

Billy Jay

28597 E. 138th St S
Coweta, OK 74429
Bus: (918) 279-8837
Fax: (918) 279-8837
Email: billyjayaic@cox.net

OREGON

Oregon ASA (15140)

Commissioner

Mike Wells (Gloria)

4475 SW Scholls Ferry Rd Ste 260
Portland, OR 97225
Bus: (503) 445-2420
Fax: (503) 291-1487
Email: mwells@mwinsuranc.com
http://www.oregon-asa.com

JO Commissioner

Perk Carter

2615 Columbia Blvd
St. Helen's, OR 97051
Bus: (503) 329-6810
Fax: (503) 366-9525
Email: perkercarter13@msn.com

ASA COMMISSIONERS AND STAFF BY STATE (O)

Player Rep

Jenny Compton

12822 N.W. Jarvis Place
Banks, OR 97106
Res: (503) 324-0876
Fax: (503) 324-9027
Email: JennyDelplanche@aol.com

At-Large Player Rep

Perk Carter

2615 Columbia Blvd
St. Helen's, OR 97051
Bus: (503) 329-6810
Fax: (503) 366-9525
Email: perkcarter13@msn.com

Umpire-In-Chief (UIC)

John Garrett

1787 Modoc Drive NE
Keizer, OR 97303
Bus: (503) 304-8083
Fax: (503) 304-8083
Email: jagmrg@comcast.net

Portland ASA (15210)

Commissioner

Ron Boley (Vicky)

East Delta Sport Complex
10737 N Union Ct
Portland, OR 97217
Bus: (503) 823-3112
Fax: (503) 823-1655
Email: pkronb@ci.portland.or.us
http://www.portlandsoftball.com/

JO Commissioner

Boots Duffy

9630 SW Eagle Ct
Beaverton, OR 97008
Bus: (503) 626-6901
Fax: (503) 641-8484
Email: boots.duffy@earthlink.net

Player Rep

Karen Gorton

14608 NE Hancock
Portland, OR 97230-4159
Res: (503) 284-9860
Fax: (503) 491-2870
Email: karjan9@aol.com

Umpire-In-Chief (UIC)

Dan Duffy

4840 SW Western Ave #900
Beaverton, OR 97005
Bus: (503) 520-1319
Res: (503) 731-6094
Fax: (503) 520-9747
Email: dan@stategamesoforegon.org

PENNSYLVANIA

Pennsylvania ASA (03140)

Commissioner

Andy Loechner, Jr. (Peggy)

3955 Columbia Ave
Columbia, PA 17512
Bus: (717) 285-2050
Res: (717) 394-6552
Fax: (717) 285-2050
Email: asapao@earthlink.net
http://www.paasa.org

JO Commissioner

Stacey Stuck

958 Hepburn St
Milton, PA 17847
Bus: (570) 893-5703
Res: (570) 742-7064
Fax: (570) 742-7064
Email: shstuck@verizon.net

At-Large Player Rep

Dean D Amick

3544 S Atherton St
State College, PA 16801
Res: (814) 466-7868
Fax: (814) 466-7869
Email: softballdean2003@yahoo.com

At-Large Player Rep

Guy De Maio

118 S Cedar St
New Castle, PA 16102-1424
Res: (724) 658-7838
Fax: (724) 658-7838
Email: paasa09@comcast.net

At-Large Player Rep

Barrie Cole

205 Westwood Park Dr
Havertown, PA 19083
Bus: (717) 285-2050
Res: (610) 789-9361
Fax: (717) 285-2050
Email: fichairasa@aol.com

At-Large Player Rep

David Persing

416 N 8th St
Sunbury, PA 17801-2308
Bus: (570) 374-2711
Res: (570) 286-9492
Fax: (570) 286-4941
Email: dpersing@ptd.net

Umpire-In-Chief (UIC)

R. Luau Bowers

123 Brunner St
Hummelstown, PA 17035
Bus: (717) 939-8899
Res: (717) 566-8666
Email: luauump@aol.com

Philadelphia ASA (03220)

Commissioner

Walt Lucas

2241 Florence Lane
Bensalem, PA 19020
Res: (215) 275-4602
Email: waltlucas@comcast.net

JO Commissioner

Kevin Filoon

2915 Glenview St
Philadelphia, PA 19149
Res: (215) 331-8124

Player Rep

Jim McDonald

15201 Bernita Dr
Philadelphia, PA 19116
Bus: (215) 338-9494
Res: (215) 698-7647
Fax: (215) 338-0250
Email: duckmcd@comcast.net

Umpire-In-Chief (UIC)

Nick Cinquanto

2241 Florence Ln
Bensalem, PA 19020
Bus: (215) 560-6763
Res: (215) 752-2867
Email: nickcin@comcast.net

RHODE ISLAND

Rhode Island ASA (01150)

Commissioner

Beverly Wiley

2332 Post Road
Warwick, RI 02886
Bus: (401) 455-7399
Fax: (800) 886-8427
Email: bevjwiley@aol.com

JO Commissioner

David Ethier

6 Meadow Ct
Smithfield, RI 02917-3706
Bus: (401) 231-8847
Res: (401) 231-8847
Email: riasajosof@cox.net

ASA COMMISSIONERS AND STAFF BY STATE (O - S)

Player Rep

Corey Capirchio

9 Wellspring Dr
Cranston, RI 02920
Bus: (401) 261-8331
Email: yanksmm7@aol.com

Umpire-In-Chief (UIC)

Susan Johnson

478 Buttonwoods Ave
Warwick, RI 02886
Bus: (508) 628-8121
Res: (401) 739-5968
Email: susan.johnson@ca.com

SOUTH CAROLINA

South Carolina ASA (04130)

Commissioner

Gerald McDonald

914 Pendleton St
Greenville, SC 29601
Bus: (864) 271-6200
Res: (864) 963-8869
Fax: (864) 271-6202
Email: gerjagmc@bellsouth.net
http://www.southcarolinaasa.com

JO Commissioner

Ken Bailey

516 Myer Rd
Summerville, SC 29483
Bus: (843) 871-9364
Res: (843) 873-7451
Fax: (843) 871-9367
Email: scasajo@aol.com

Player Rep

Wade Stack, Jr.

228 Balfer Dr.
Greenville, SC 29615
Bus: (864) 235-6349
Res: (864) 244-7630
Fax: (864) 232-2030

Umpire-In-Chief (UIC)

Michael H. Addison

1424 Alpine Drive
West Columbia, SC 29169
Res: (803) 939-0009
Email: mhabha@sc.rr.com

SOUTH DAKOTA

South Dakota ASA (11130)

Commissioner

Bill Maher (Rosemary)

PO Box 606
Spearfish, SD 57783
Bus: (605) 642-3576
Res: (605) 642-3576
Fax: (605) 642-3576
Email: sdasacomm@yahoo.com
http://www.sdassasoftball.com

JO Commissioner

Carol Piggras

804 S Garfield
Sioux Falls, SD 57104
Res: (605) 334-6374
Fax: (605) 334-4816
Email: pip2125@sio.midco.net

At-Large Player Rep

Gary Young

13 South Broadway
Watertown, SD 57201
Bus: (605) 886-3347
Res: (605) 886-5413
Fax: (605) 886-3347
Email: Fastpitch the game @MSN.com

Umpire-In-Chief (UIC)

Terry James

515 S Jackson St
Aberdeen, SD 57401
Res: (605) 216-1122
Fax: (605) 225-1766
Email: tjsdasaump1@abe.midco.net

TENNESSEE

Tennessee ASA (04140)

Commissioner

James Ellis (Marsha)

4131 Bradford Lane
Johnson City, TN 37601
Bus: (423) 747-8272
Res: (423) 282-9883
Fax: (423) 282-9883
Email: EllisJMHA@charter.net
http://www.tennesseeasa.com

JO Commissioner

Fred Richardson

129 Hendricks Blvd
Chattanooga, TN 37405
Res: (423) 875-9473
Fax: (423) 875-9473
Email: tennesseasa@aol.com

Player Rep

Joe Huff

316 S Everett High Rd
Maryville, TN 37804
Bus: (865) 983-9244
Res: (865) 681-6346
Fax: (865) 983-8831
Email: joe Huff@parksrec.com

At-Large Player Rep

Fred Richardson

129 Hendricks Blvd
Chattanooga, TN 37405
Res: (423) 875-9473
Fax: (423) 875-9473
Email: tennesseasa@aol.com

Umpire-In-Chief (UIC)

Johnny Dorsey

1749 Broadripple Drive
Clarksville, TN 37042
Bus: (615) 889-1000
Res: (931) 503-0860
Email: jdorsey@gaylordhotels.com

Memphis ASA (06210)

Commissioner

Tony Walsh

59 Lauren Cove
Atoka, TN 38004
Bus: (901) 634-5201
Res: (901) 634-5201
Email: Twalsh06@aol.com

JO Commissioner

Rhen Burris

234 Morton Road
Collierville, TN 38017
Bus: (901) 517-5316
Res: (901) 517-5316
Email: Rjbarris751@aol.com

Umpire-In-Chief (UIC)

Donnie Blunt

4340 Oakland Drive
Olive Branch, MS 38654
Res: (901) 405-4222
Email: dblunt@midsouth.rr.com

TEXAS

Dallas ASA (07230)

Commissioner

John Phillips

407 Tanglewood Dr
Duncanville, TX 75116
Res: (972) 296-5646
Fax: (972) 296-5266
Email: jpbphill@sbcglobal.net
http://www.fastpitchsoftball.net/dallasasa

ASA COMMISSIONERS AND STAFF BY STATE (T)

JO Commissioner

Richard Tate
2013 SE 4th
Grand Prairie, TX 75051
Res: (972) 264-4550
Email: rtatemetrodal@comcast.net

At-Large Player Rep

Jeff Price
2613 Quail Ridge
Irving, TX 75060
Res: (972) 986-6444

Umpire-In-Chief (UIC)

Billy Monk
211 Milas
Glenn Heights, TX 75154
Bus: (972) 223-0393
Res: (972) 223-0393
Email: monkuic@sbcglobal.net

Fort Worth ASA (07240)

Commissioner
Brenda Grubbs
600 Congress
Ft Worth, TX 76107
Bus: (817) 871-7695
Res: (817) 834-4941
Fax: (817) 335-1103
Email: brenda.grubbs@fortworthgov.org
<http://www.fortworthasa.com/>

JO Commissioner

Glen Gotcher
6320 SW Blvd #111
Ft Worth, TX 76109
Bus: (817) 738-6189
Res: (817) 370-1391
Fax: (817) 738-6190
Email: ggotcher@prodigy.net

At-Large Player Rep

Maggie Withroder
7924 Rockdale
Ft Worth, TX 76134
Res: (817) 551-7631
Fax: (817) 551-7635
Email: mwithroder@aol.com

Umpire-In-Chief (UIC)

Ron Selph
412 N Wilhite
Celeburne, TX 76031
Bus: (817) 509-3373
Res: (817) 517-7789

Houston ASA (07250)

Commissioner
Ron Waldrop
16957 Hinkel
Cat Spring, TX 78933
Bus: (281) 220-2618
Res: (979) 992-3420
Fax: (979) 992-3450
Email: rwhasa@industryinet.com
<http://www.houstonasa.org>

JO Commissioner

Stoney Burke
17418 Butte Creek
Houston, TX 77090
Bus: (713) 914-6213
Res: (281) 444-8971
Fax: (281) 444-9574
Email: stoney@houstonasa.org

At-Large Player Rep

Mike Melancon
2934 Metcalf
Houston, TX 77017-1621
Bus: (713) 302-9518
Res: (713) 643-0079
Fax: (713) 643-0079
Email: melanconm@sbcglobal.net

Umpire-In-Chief (UIC)

Scott Geron
1116 E 13th
Deer Park, TX 77536
Res: (281) 930-0610
Email: scottgeron@sbcglobal.net

San Antonio ASA (07260)

Commissioner
Barbara Fenlon
1635 NE Loop 410 Ste 800
San Antonio, TX 78209
Bus: (210) 207-3110
Res: (210) 667-9029
Fax: (210) 207-3045
Email: barbaraefenlon@sanantonio.gov
<http://eteamz.active.com/sapar/>

JO Commissioner

Bill Rodriguez
San Antonio Parks & Rec (TAAF)
1635 N.E. Loop 410 Ste 800
San Antonio, TX 78209
Bus: (210) 207-3109
Res: (210) 359-9189
Fax: (210) 207-3045
Email: BillRodriguez@sanantonio.gov

Player Rep

Stan Richardson
1035 Olney
San Antonio, TX 78218
Bus: (210) 804-5258
Res: (210) 822-5227
Email: stan.richardson@vnah.org

Deputy Commissioner

Herman Garza
1635 N.E. Loop 410 Ste 800
San Antonio, TX 78209
Bus: (210) 207-3127
Fax: (210) 207-3045
Email: Herman.Garza@sanantonio.gov

Umpire-In-Chief (UIC)

Walt Sparks
5607 Cary Grant
San Antonio, TX 78240
Res: (210) 523-6208
Fax: (210) 523-6208
Email: wsparkssa@aol.com

Umpire-In-Chief - Asst

Marvin Cobb
8622 Vantage Point
San Antonio, TX 78251
Bus: (210) 391-5693
Res: (210) 520-4232
Fax: (210) 207-3045
Email: mlcobb1@earthlink.net

Texas ASA (07110)

Commissioner
Glenn Morrison (Debbie)
2201 E Veterans Memorial
Killeen, TX 76543
Bus: (254) 501-8819
Res: (254) 554-2903
Fax: (254) 526-9210
Email: gmorrison@ci.killeen.tx.us
<http://www.txasa.org>

JO Commissioner

Doug Parker
239 Tulum Ln
China Springs, TX 76633-2980
Bus: (254) 752-5981
Res: (254) 836-4382
Fax: (254) 755-8272
Email: region7jo@aol.com

ASA COMMISSIONERS AND STAFF BY STATE (T)

At-Large Player Rep

Richard Crocker

1925 Marshall
Waco, TX 76708
Bus: (254) 752-5981
Res: (254) 799-2895
Fax: (254) 755-8272
Email: Richard@texasinternet.com

At-Large Player Rep

Cliff Warrick

904 Winding Creek Place
Round Rock, TX 78664
Res: (512) 255-0362
Fax: (512) 255-9780
Email: cwarrick@austinasasa.com

At-Large Player Rep

Bill Williams

4509 Greentree Blvd
Midland, TX 79707
Bus: (432) 682-1671
Res: (432) 694-8417
Fax: (432) 682-5402
Email: bwt@sbcglobal.net

At-Large Player Rep

Mike Cappa

PO Box 2427
Texas City, TX 77592
Bus: (409) 945-1800
Res: (409) 938-7497
Fax: (409) 943-2503
Email: texasasa31@aol.com

At-Large Player Rep

Freddie Ezell

3306 W Ohio
Midland, TX 79703
Bus:
Res: (432) 694-5508
Fax: (432) 520-6502
Email: freddieezell@hotmail.com

At-Large Player Rep

Drew Wells

298 W. Washington
Stephenville, TX 76401
Bus: (254) 918-1294
Res: (254) 965-1094
Fax: (254) 918-1207
Email: dwells@ci.stephenville.tx.us

Seniors Commissioner

Freddie Ezell

3306 W Ohio
Midland, TX 79703
Res: (432) 694-5508
Fax: (432) 520-6502
Email: freddieezell@hotmail.com

Umpire-In-Chief (UIC)

Richard Crocker

1925 Marshall
Waco, TX 76708
Bus: (254) 752-5981
Res: (254) 799-2895
Fax: (254) 755-8272
Email: Richard@texasinternet.com

UTAH

Utah ASA (13150)

Commissioner

Starleen Orullian

6002 S 1300 E
Salt Lake City, UT 84121
Res: (801) 262-2856
Email: UtahASA@hotmail.com
http://www.utahasa.com

JO Commissioner

Jerry Coleman

1559 N 950 W
Clinton, UT 84015
Res: (801) 773-0755
Email: jcl723@msn.com

Player Rep

Linda Wren

7679 S Alida Dr
West Jordan, UT 84084
Res: (801) 255-7330

Umpire-In-Chief (UIC)

Larry Colledge

11448 Drycreek Rd
Sandy, UT 84094
Bus: (801) 571-5599
Res: (801) 572-0194

VERMONT

Vermont ASA (01160)

Commissioner

Lynn Ribolini

4 Woodrow Ave
Montpelier, VT 05602
Bus: (802) 229-0969
Res: (802) 223-7134
Fax: (802) 223-6069
Email: ribs2@juno.com

Player Rep

Ron Lafreniere

761 Duxbury Rd
Waterbury, VT 05676
Res: (802) 434-4274

Umpire-In-Chief (UIC)

Dave Christiansen

1482 Maple Hill Ave
Plainfield, VT 05667
Bus: (802) 371-4723
Res: (802) 454-8575

VIRGINIA

Central Virginia ASA (03230) Commissioner

Henry Pollard (Julie)

8175 Windsor Dr
Mechanicsville, VA 23111
Res: (804) 569-0532
Fax: (804) 569-0534
Email: henryandjuliepollard@msn.com
http://www.centralvaasa.com/

At-Large Player Rep

E. Scott Southworth

600 Dauphin Dr
Richmond, VA 23236
Bus: (804) 355-3837
Res: (804) 330-3135
Fax: (804) 355-3101
Email: escott113@aol.com

Fast Pitch Commissioner

Gordon Haab

6919 Lakeside Ave
Richmond, VA 23228
Bus: (804) 261-9335
Res: (804) 730-3111
Fax: (804) 261-1046
Email: champion-awards@juno.com

Men's Slow Pitch Commissioner

Don Clatterbough

8280 Studley Rd
Mechanicsville, VA 23116
Res: (804) 746-0930

Women's Commissioner

Wanda Clary

2703 Omega Road
Richmond, VA 23228
Bus: (804) 828-1635
Res: (804) 262-3647
Email: wpcclary@vcu.edu

ASA COMMISSIONERS AND STAFF BY STATE (T - V)

Seniors Commissioner

R.B. Thomas
9401 East St
Manassas, VA 20110
Bus: (703) 368-1188
Res: (703) 594-2586
Fax: (703) 368-3411
Email: issa94@aol.com

Umpire-In-Chief (UIC)

Charles E. Moss, Sr
14600 Stage Rd
Lanexa, VA 23089
Bus: (804) 266-8317
Res: (804) 966-2829
Fax: (804) 966-9802
Email: cemosssr@netzero.net

Piedmont Virginia ASA (03150) Commissioner

Andy Dooley (Brenda)
2988 W Lynchburg Salem Tpke
Bedford, VA 24523
Bus: (540) 586-1897
Res: (540) 587-6844
Fax: (540) 587-7588
Email: pvasa@verizon.net
http://www.piedmontvaasa.org

JO Commissioner

Mike Musgrove
1112 Coolbrook Rd
Bedford, VA 24523
Res: (540) 586-8266
Email: piedmontvaasa.org

Player Rep

Jimmy R. Cutshaw
614 Ridge St
Bedford, VA 24523
Bus: (540) 586-3078
Res: (540) 586-8317
Email: jimmycutshaw@aol.com

Player Rep

Brad Epperley
1000 Union Street
Salem, VA 24153
Bus: (540) 375-4021
Res: (540) 381-8247
Fax: (540) 389-5309
Email: bepperley@salemva.com

Umpire-In-Chief (UIC)

Jim Ballengee
1321 Englewood Street
Lynchburg, VA 24501
Bus: (434) 385-7664
Res: (434) 847-6858
Fax: (434) 385-7674
Email: jballengee@greggservices.com

Tidewater ASA (03240) Commissioner

Harry Rest
1530 Orchard Grove Dr
Chesapeake, VA 23320
Bus: (757) 639-9134
Res: (757) 436-7603
Fax: (757) 436-7603
Email: commish1530@cox.net
http://www.tvasa.org

JO Commissioner

Jim Quinn
1316 Fernham Lane
Chesapeake, VA 23322
Bus: (757) 546-9173
Res: (757) 651-5559
Email: jim.quinn@tvasa.org

Player Rep

Dan Rotenberry
3181 Amador Drive
Va. Beach, VA 23458
Bus: (757) 396-2756
Res: (757) 427-9424

At-Large Player Rep

Joe Walker
565 Mt Pleasant Rd
Chesapeake, VA 23322
Res: (757) 482-2590
Email: joe.walker@tvasa.org

Church Commissioner

Ron Towles
553 Margaret Drive
Chesapeake, VA 23322
Bus: (757) 546-7725
Res: (757) 287-7600
Email: ron.towles@tvasa.org

COED Commissioner

Joe Walker
565 Mt Pleasant Rd
Chesapeake, VA 23322
Res: (757) 482-2590
Email: joe.walker@tvasa.org

Women's Commissioner

Ron Towles
553 Margaret Drive
Chesapeake, VA 23322
Bus: (757) 546-7725
Res: (757) 287-7600
Email: ron.towles@tvasa.org

Umpire-In-Chief (UIC)

Sergio Jimenez
2164 Woodmansee Drive
Hampton, VA 23663
Res: (757) 850-2898
Email: uicfast@tvasa.org

Umpire-In-Chief (UIC)

Joanna Cubilla
1525 Wolfe Street
Norfolk, VA 23502
Bus: (757) 434-4309
Res: (757) 857-3730
Email: uicslow@tvasa.org

WASHINGTON

Seattle ASA (15220)

Commissioner
Joe Wilson (Sharon)
22609 6th Ave S #103
Des Moines, WA 98198
Bus: (425) 503-7076
Res: (206) 878-0155
Fax: (206) 878-0159
Email: Seattle.ASA@comcast.net
http://www.seattleasa.com

JO Commissioner

Jim Donner
2303 N 194th Street
Shoreline, WA 98133
Bus: (425) 854-1181
Res: (206) 361-8394
Email: jimdonner@aol.com

Umpire-In-Chief (UIC)

Tom Henderson
6440 South Langston Road
Seattle, WA 98178
Res: (253) 720-8654
Email: smsuampires@msn.com

ASA COMMISSIONERS AND STAFF BY STATE (V - W)

Spokane ASA (15230)

Commissioner

Fuzzy Buckenberger, Jr. (Sharon)

W 2527 Longfellow
Spokane, WA 99205
Bus: (509) 570-0500
Res: (509) 328-2131
Fax: (509) 327-8269
Email: fuzzybuck@comcast.net
http://www.spokaneasa.com

JO Commissioner

Ron Burke

3114 E 16th
Spokane, WA 99223
Bus: (509) 747-2179
Res: (509) 534-1234
Fax: (509) 747-2186
Email: ron@lseng.com

Umpire-In-Chief (UIC)

Chuck Stewart

W 345 Nebraska
Spokane, WA 99205
Res: (509) 489-5964
Email: stewartce@hotmail.com

Washington ASA (15150)

Commissioner

Carol English

PO Box 1458
Vancouver, WA 98668
Bus: (360) 759-4433
Res: (360) 694-2855
Email: carol.english@ci.vancouver.wa.us

JO Commissioner

Rick Hansen

14404 NE 5th Ct
Vancouver, WA 98665
Bus: (360) 609-4381
Res: (360) 573-1708
Email: rhansen2@ix.netcom.com

Player Rep

Kendal Schodt

1903 NW 90th St
Vancouver, WA 98665
Bus: (360) 694-9099
Res: (360) 576-3989
Email: asaplayerrep42@aol.com

At-Large Player Rep

Jeff Harbison

7609 NE Vancouver Mall Drive #47
Vancouver, WA 98662
Res: (360) 666-1195
Fax: (360) 759-7041
Email: harbo_44@hotmail.com

Umpire-In-Chief (UIC)

Bob Cooley

1565 Tieton Court
Richland, WA 99352
Res: (509) 627-6140
Email: bsocool@charter.net

WISCONSIN

Wisconsin ASA (08120)

Commissioner

Tom Raimier (Suzanne)

N 5372 Loraine Ct
Fredonia, WI 53021
Bus: (262) 692-3665
Res: (262) 692-3540
Fax: (262) 692-9940
Email: raimertm@msn.com
http://www.wisconsin-asa.org

JO Commissioner

Dale E. Ferron

4801 Marsh Rd
Madison, WI 53718
Res: (608) 838-3202
Email: ferron.softball@charter.net

At-Large Player Rep

Mike Disher

2616 Prais St
Stevens Point, WI 54481
Bus: (715) 344-8383
Res: (715) 341-6856
Fax: (715) 344-4427
Email: mike@disherinsurance.com

Umpire-In-Chief (UIC)

James Mitchell

919 Paperjack Drive
New Richmond, WI 54017
Res: (715) 246-7788
Email: cayouth@spacestar.net

Umpire-In-Chief (UIC)

Richard Buskov

34 Belmont Rd
Madison, WI 53714
Res: (608) 241-8629
Email: rbuskov@charter.net

WEST VIRGINIA

West Virginia ASA (03160)

Commissioner

Robert Jobe

3375 Cyrus Creek Rd
Barboursville, WV 25504
Bus: (304) 521-2112
Email: Augerman1@yahoo.com
http://www.wvasa.com

JO Commissioner

Teresa Harper

382 Sharon Street
Mineral Wells, WV 26150
Bus: (304) 489-2702
Email: tgharper26@msn.com

Player Rep

John Workman

Box 4767
Charleston, WV 25364
Res: (304) 415-5597
Email: jww3@yahoo.com

Umpire-In-Chief (UIC)

John Dennison

RR 2, Box 4836
Milton, WV 25541
Res: (304) 360-1089
Email: JNDENNISON@aol.com

WYOMING

Wyoming ASA (13160)

Commissioner

Ron Merritt (Debra)

PO Box 2
Auburn, WY 83111
Bus: (307) 886-5755
Res: (307) 543-2136
Fax: (307) 886-5439
Email: rmerritt@silverstar.com

JO Commissioner

Doug Arnold

907 Cottonwood Drive
Cheyenne, WY 82001
Bus: (307) 634-7372
Res: (307) 634-0714
Email: DEARNOLD57@msn.com

Player Rep

Devin Hubble

860 N Lane
Lander, WY 82520
Res: (307) 332-4641
Fax: (307) 332-3475
Email: devhubble@yahoo.com

Umpire-In-Chief (UIC)

Lloyd Galbreath

341 Andrews St
Green River, WY 82935
Res: (307) 875-5433
Email: lgalbreath@wyoming.com

COMMISSIONERS EMERITUS

G. Pat Adkison

520 Indian Lake Dr
Rainbow City, AL 35906
Bus: (256) 442-7348
Res: (256) 492-1138
Fax: (256) 442-1136
gpatt1@aol.com

Edward L. Andrews

10641 NW 19th Pl
Pembroke Pines, FL 33026
Bus: (954) 435-4128
Res: (954) 435-4128
Fax: (954) 435-9658
asacla@aol.com

Thomas E Beck (Geraldine)

2309 First Colony Way
Virginia Beach, VA 23453
Res: (757) 427-1279
tbeck17@aol.com

Ronnie Burkholder

507 Exeter
San Antonio, TX 78209
Res: (210) 828-1132

Jim Carman (Doris)

26 Pittman Dr
Palm Coast, FL 32164
Res: (386) 437-3891

Louis De Saro

2345 Grange Hall Rd
Beavercreek, OH 45431
Res: (937) 426-7761
Fax: (937) 426-7761
Email: desaro1@netzero.com

Hal Flinn (Dolores)

4705 Stonehedge Dr
Santa Rosa, CA 95405
Res: (707) 538-1724
swissmix@msn.com

Ben Gibson (Burnadette)

436 Cumberland Dr
Birmingham, AL 352062229
Bus: (205) 833-8739
Res: (205) 833-4585
Fax: (205) 836-2949
catrogers@earthlink.net

Sherman Gilbert

80 Airport Pky
South Burlington, VT 05403
Res: (802) 863-2761

Russell Hart (Marge)

859 Otts Shoals Rd
Roebuck, SC 29376
Res: (864) 576-2473
Fax: (864) 576-8086

Howard Honaker

1324 Blossom Ln
Ashland, OH 44805
Res: (419) 289-6103
Fax: (419) 289-9062
hbhasa@zoominternet.net

Itch Horton (Naomi)

3327 Country Club Blvd
Stockton, CA 95204
Res: (209) 464-6964
Fax: (209) 464-4667
nhorton@softcom.net

Rocke A. Izzo (Alice)

Sheridan Sq
2122 Nicholby Dr
Wilmington, DE 198084231
Res: (302) 998-6124
Fax: (302) 998-8693
rbear10@comcast.net

Dan Kinney

1923 N Weller Ave
Springfield, MO 65803
Bus: (417) 864-1049
Fax: (417) 837-5811
dan_kinney@ci.springfield.mo.us

John Marchesi

226 Appleton Ave
Pittsfield, MA 01201
Res: (413) 442-6881

Ferris Reid (Veronica)

4 Knollwood Dr
Montgomery, IL 60538
Res: (630) 892-0269

Jim Rhode (Hazel)

PO Box 6107
Kennewick, WA 99336
Bus: (509) 735-6125
Res: (509) 586-1252
Fax: (509) 735-6237
Email: wasa15150@aol.com

Allan Rivard (Joyce)

22720 Hickerson Rd
Gransburg, WI 54840
Res: (715) 463-5024
bigwatashie@yahoo.com

C. Tillman Ryser (Mary Sue)

10303 E 23rd Pl
Tulsa, OK 741294620
Res: (918) 663-3773
Fax: (918) 663-9299
tulsaasa@aol.com

Lee J. Scalisi

PO Box 6171
Lake Charles, LA 706066171
Res: (337) 540-2110

Vince Scamardella

120 Clermont Pl
Staten Island, NY 10314

O.W. Smith (Audra)

1599 S Main #3
Fremont, NE 68025
Res: (402) 721-1356
714ows@highstream.net

Richard B. Smith

18 Woodside Rd
Brunswick, ME 04011
Res: (207) 729-3484

Don Snyder (Audrey)

182 Clower St
Biloxi, MS 39530
Res: (228) 432-7726
archie2@bellsouth.net

William Vickrey (Jackie)

3346 Palermo Rd
Pensacola, FL 32503
Res: (850) 432-6287
redvickrey@aol.com

Cliff Warrick

904 Winding Creek Place
Round Rock, TX 78664
Res: (512) 255-0362
Fax: (512) 255-9780
cwarrick@grandecom.net

Bert Weeks

5040 Mountain View Rd
Winston-Salem, NC 27104
Bus: (336) 768-3389
Res: (336) 768-3389
Fax: (336) 768-3446
bweeksnca@aol.com
www.northcarolinaasa.com

A. C. Williams (Dell)

PO Box 1850
Prescott, AZ 86302
Res: (928) 445-5725
Email: azasa@earthlink.net

Rich Willis

9464 Page Ave
St Louis, MO 63132
Bus: (314) 429-7577
Fax: (314) 429-1705
stlusa01@sbcglobal.net
www.asasoftball.com/stlouis

Bill Wooten (Tanya)

44403 Royal Lytham Drive
Indio, CA 92201
Res: (760) 200-4162
tnbwooten@aol.com

EXECUTIVE DIRECTOR EMERITUS

Don Porter (Jean)

International Softball Federation
1900 S Park Road
Plant City, FL 33563-8113
Bus: (813) 864-0100
Res: (813) 707-1072
Fax: (813) 856-0007
dporter@internationalsoftball.com
www.internationalsoftball.com

REGIONAL DIRECTORS

NEW ENGLAND

Doug Dickey
PO Box 1122
Kennebunkport, ME
Res: (207) 967-0641
nhasa1@adelphia.net

MID ATLANTIC

Ed Lindsey
987 Fillmore Ave
Buffalo, NY 14211
Res: (716) 891-8373
Fax: (716) 896-2070
Cell: (716) 862-0546
edbuffaloasa@aol.com
http://www.buffaloasa.org

CENTRAL ATLANTIC

Andy Dooley
2988 W Lynchburg Salem Tpke
Bedford, VA 24523
Bus: (540) 586-1897
Res: (540) 587-6844
Fax: (540) 587-7588
pvasa@verizon.net
www.piedmontvaasa.org

SOUTH ATLANTIC

Gerald McDonald
914 Pendleton St
Greenville, SC 29601
Bus: (864) 271-6200
Res: (864) 963-8869
Fax: (864) 271-6202
gerjaqmc@bellsouth.net
www.southcarolinaasa.com

SOUTHERN

Tony Galloway
PO Box 948305
Maitland, FL 32794
Bus: (407) 696-9880
Res: (407) 920-6625
Fax: (407) 696-5979
centralfloridaasa@yahoo.com
www.asasoftballofcentralflorida.org

SOUTHWESTERN

Roger Short
PO Box 2648
Columbus, MS 39704
Bus: (662) 327-4935
Res: (662) 327-8656
Fax: (662) 329-5295
short@cableone.net

TEXAS

Glenn Morrison
2201 E Veterans Memorial
Killeen, TX 76543
Bus: (254) 501-8819
Res: (254) 554-2903
Fax: (254) 526-9210
gmorrison@ci.killeen.tx.us

GREAT LAKES

Mike Disher
2616 Prais St
Stevens Point, WI 54481
Bus: (715) 344-8383
Res: (715) 341-6856
Fax: (715) 344-4427
mike@disherinsurance.com

EAST CENTRAL

Clyde Brewer
10476 Germantown-Middleton Rd
Germantown, OH 45327
Res: (937) 855-7745
Fax: (937) 855-7745
Email: cbrewerasa@copper.net

MIDWEST

Mick Renneisen
PO Box 848
Bloomington, IN 47402
Bus: (812) 349-3711
Res: (812) 334-3627
Fax: (812) 349-3705
Cell: (812) 327-6121
renneism@bloomington.in.gov
www.inpra.org

NORTHERN

Scott Gagnon
2117 W River Rd
N. Minneapolis, MN 55411
Bus: (612) 230-6487
Res: (763) 784-3111
Fax: (612) 230-6507
sgagnon@minneapolisparcs.org
www.minneapolisparcs.org

MID AMERICA

Joe Sproul
HCR 63 Box 111
Edmond, KS 67645
Bus: (785) 622-4241
Fax: (785) 622-4245 jsprout@
ruraltel.net
www.kasasoftball.org

ROCKY MOUNTAIN

Starleen Orullian
6002 S 1300 E
Salt Lake City, UT 84121
Res: (801) 262-2856
utahasa@aol.com

PACIFIC COAST

John Miller
515 Junipero Ave
Pacific Grove, CA 93950
Bus: (831) 658-0827
Res: (831) 373-6507
Fax: (831) 648-9392
jmiller@norcalasa.org
www.norcalasa.org

NORTHWEST

Bill Parks
1010 Hialeah Dr
Eagle, ID 83616
Res: (208) 938-8182
Fax: (208) 938-8182
BillParks@email.msn.com

REGIONAL JO COMMISSIONERS

NEW ENGLAND

Gil Vigeant
31 Laurel St
Lowell, MA 01852
Res: (978) 459-8833
g.vigeant@comcast.net

MID ATLANTIC

Philip Augustino
656 North French Rd., Ste. 2
Amherst, NY 14228
Bus: (716) 691-3586
Res: (716) 634-8283
Fax: (716) 691-3860
paa55@yahoo.com

CENTRAL ATLANTIC

Stacey Stuck
958 Hepburn St
Milton, PA 17847
Res: (570) 742-7064
Fax: (570) 742-7064
shstuck@verizon.net
www.asapajo.org

SOUTH ATLANTIC

Katie Kay
1261 Morgan Dr.
Buckhead, GA 30625
Res: (706) 342-2235
kkasa1@bellsouth.net

SOUTHERN

Parks Burgin
4733 45th St E
Tuscaloosa, AL 35405
Bus: (205) 247-2821
Res: (205) 553-5526
Fax: (205) 247-2830
barryb@dbtech.net

SOUTHWESTERN

Shirley Ray
PO Box 475
Tupelo, MS 38802-0475
Res: (662) 963-2591
Fax: (662) 963-2544

TEXAS

Doug Parker
239 Tulum Ln
China Springs, TX 76633
Bus: (254) 752-5981
Res: (254) 836-4382
Fax: (254) 755-8272
dparker@chinaspring-isd.net

GREAT LAKES

Dennis Troshak
812 Tanager Trail
Howell, MI 48843
Bus: (248) 738-2500
Res: (517) 548-0124
Fax: (248) 738-2529
dmtroshak@yahoo.com

EAST CENTRAL

Bob Ward
1425 Observatory Dr
Fairborn, OH 45324
Bus: (937) 270-6796
Res: (937) 767-8950
Fax: (937) 767-8950
ridgers44@aol.com

MIDWEST

Bob Adams
5900 S Washington
PO Box 4168
Peoria, IL 61607
Bus: (309) 697-1422
Res: (309) 347-5151
Fax: (309) 697-0925
badams@dragonsdome.com

NORTHERN

Carol Piggras
804 S. Garfield
Sioux Falls, SD 57104
Res: (605) 334-6374
Fax: (605) 334-4816
pip2125@sio.midco.net

MID AMERICA

Renee Williams
1340 N 44th St #3
Lincoln, NE 68503
Bus: (402) 420-6226
Res: (402) 467-4621
Fax: (402) 461-3297
sb.blue@yahoo.com
www.nebraskasoftball.org

ROCKY MOUNTAIN

Joe M. Lane
2602 E Louise Dr
Phoenix, AZ 85032-6945
Res: (602) 992-9498
Fax: (602) 493-0401
phxasajo@cox.net

PACIFIC COAST

Linda Henry
424 Lakewood Ave
Ventura, CA 93004
Bus: (805) 647-5551
Fax: (805) 647-5455
Lhenry@socal-asa.com

NORTHWEST

Boots Duffy
9630 SW Eagle Ct
Beaverton, OR 97008
Bus: (503) 626-6901
Fax: (503) 641-8484
boots.duffy@earthlink.net

REGIONAL PLAYER REPS

NEW ENGLAND

Robert Christiansen
51 Melrose St
Melrose, MA 02176
Res: (781) 665-5371
cbobchris@aol.com

MID ATLANTIC

Jack Kopidlowski
81 Satterthwaite
Nutley, NJ 07110
Res: (973) 284-1283

CENTRAL ATLANTIC

Jim McDonald
15201 Bernita Dr
Philadelphia, PA 19116
Bus: (215) 338-9494
Res: (215) 698-7647
Fax: (215) 338-0250
duckmcd@comcast.net

SOUTH ATLANTIC

Bill Chester
2605 Cherokee Ave
Columbus, GA 31906
Res: (706) 323-7965
Fax: (706) 653-4594
boilermakerinthesouth@yahoo.com

SOUTHERN

Rocky Ellingsworth Jr.
10936 Sonora Dr
Gibson, FL 33534
Bus: (863) 402-6812
Res: (813) 672-1750
Fax: (863) 402-6899
asaump57@aol.com

SOUTHWESTERN

Mike Dunavant
5562 Quince Rd
Memphis, TN 38119
Res: (901) 374-9169
WDUNAVANT@aol.com

TEXAS

Rodney Cobb
630 E Hopkins
San Marcos, TX 78666
Bus: (512) 393-8400
Res: (512) 353-1874
Fax: (512) 353-7273
cobb_rodney@ci.san-marcos.tx.us
www.txasa.org

GREAT LAKES

Stu Alderman
Troy Parks & Rec Dept
3179 Livernois
Troy, MI 480635285
Bus: (248) 524-3484
Res: (586) 432-6695
Fax: (248) 689-6497
aldermansj@ci.troy.mi.us

EAST CENTRAL

Mike Cates
PO Box 391
Dayton, OH 45404
Res: (937) 776-6009

MIDWEST

David Maury
5761 Whitney Ave
Cincinnati, OH 45227
Bus: (513) 779-3606
Res: (513) 271-2914
Fax: (513) 779-8801
DMAury14@aol.com

NORTHERN

Paul Reyes
4253 41st Ave South
Minneapolis, MN 55406
Res: (612) 724-6225
paul_d_reyes@msn.com

MID AMERICA

Doug Lindaman
102 Hilltop Dr
Ackley, IA 50601
Bus: (641) 858-2341
Res: (641) 847-3402
Fax: (641) 858-5245
dlindaman@hotmail.com

ROCKY MOUNTAIN

Devin Hubble
860 N Lane
Lander, WY 82520
Res: (307) 332-4641
Fax: (307) 332-3475
devhubble@yahoo.com

PACIFIC COAST

Sam Ducato
8163 Brittany Dr
Dublin, CA 945683504
Res: (925) 875-9496
Fax: (925) 875-9497
sducato@hotmail.com
www.region14.com

NORTHWEST

Earl Kilian
110 Scout Lane
Boise, ID 83702
Bus: (208) 384-4256
Fax: (208) 384-4137
ekilian@pobox.ci.boise.id.us

ARMED FORCES

U.S. AIR FORCE
Steve Brown
HQ Air Force Services Agency
10100 Reunion Pl Ste. 402
San Antonio, TX 782164138
Bus: (210) 652-3471
steve.brown@agency.afsv.af.mil

U.S. ARMY

Claudia A. Berwager
Army Sports Trial Camp Spt
4117 Arena Road
Annville, PA 170035013
Bus: (717) 861-2647
Res: (717) 274-5240
Fax: (717) 861-2337
Cell: (703) 508-5823
claudiab@mbcomp.com
www.armymwr.com

U.S. MARINE CORPS

Steven Dinote
Semper Ft. Manpower and Reserve
3280 Russell Rd
Quantico, VA 221345103
Bus: (703) 784-9542
Res: (540) 898-8936
Fax: (703) 784-9821
steven.dinote@usmc.mil
usmc - mcs.org/semperfit/sports/
sports_main.asp

U.S. NAVY

Donald Golden
PERS - 651E1 Bldg 457
5720 Integrity Dr
Millington, TN 38055
Res: (901) 874-6621
Fax: (901) 874-6831
donald.golden@navy.mil

REGIONAL UMPIRES-IN-CHIEF

NEW ENGLAND

Norm Davis
PO Box 1115
Auburn, ME 04211-1115
Bus: (207) 783-3440
Res: (207) 783-3440
Fax: (207) 783-3440
Cell: (207) 212-4183
reg1uic@gwi.net

MID ATLANTIC

Bob Mauger
176 Gravel Hole Rd
Cape May Court House, NJ 08210
Bus: (609) 861-3363
Res: (609) 861-5450
Fax: (609) 861-3363
Remauger@aol.com

CENTRAL ATLANTIC

Mark Ingrao
2993 Aspen Lane
Falls Church, VA 22042
Bus: (202) 296-3390
Res: (703) 536-9692
mingrao@aoba-metro.org

SOUTH ATLANTIC

Dick Gayler
4695 Lock Ridge Ct
Kennesaw, GA 301525715
Bus: (770) 423-6099
Res: (770) 427-5450
gaylers@mindspring.com

SOUTHERN

Max Wilkes
2413 Beacon St
Phenix City, AL 36867
Res: (334) 298-0907
Fax: (334) 298-0907
maxwilkes@aol.com

SOUTHWESTERN

Gene Harrison
212 W 40th Pl
Sand Springs, OK 74063
Bus: (918) 246-2561
Res: (918) 241-8677
Fax: (918) 241-8677
lgharrison@sandsspringsok.org

TEXAS

Walt Sparks
5607 Cary Grant
San Antonio, TX 78240
Res: (210) 523-6208
Fax: (210) 523-6208
wsparkssa@aol.com

GREAT LAKES

Mike De Leo
1049 S 10th Street
Au Gres, MI 487039559
Res: (989) 876-6130
Fax: (989) 876-6130
region8uic@charter.net

EAST CENTRAL

Bernie Profato
126 Millcreek Rd
Niles, OH 44446
Res: (330) 652-5283
Fax: (330) 797-2559
bernie@umpire.com

MID WEST

Jerry Fick
3016 Ambler Dr
Cincinnati, OH 45241
Res: (513) 563-2755
Fax: (513) 563-0701
asauc@fuse.net

NORTHERN

Walt Stack
105 Country Club Dr
Bismarck, ND 58501
Res: (701) 223-9748
stackwalt@aol.com

MID AMERICA

Dave Epperson
3816 SW Atwood
Topeka, KS 66610
depperson8@cox.net

ROCKY MOUNTAIN

Steve Rollins
443 S 725 E
Layton, UT 840414212
Res: (801) 546-2810
umpstever@hotmail.com

PACIFIC COAST

Dave Maudsley
6455 Hillspire Ct
Citrus Heights, CA 956211843
Res: (916) 722-4475
Fax: (413) 647-8979
dmaudsley@surewest.net

NORTHWEST

Bill Silves
13254 Parkhurst Lane
Mt. Vernon, WA 98273
Res: (360) 856-4179
wildbillsilves@msn.com

ALLIED MEMBERS

ALABAMA RECREATION & PARKS ASSOCIATION Carol Goforth

41 Harbourview Court NE
Decatur, AL 35601
Res: (256) 565-8756
cgoforth@bellsouth.net
www.decatutrparks.com

ALTAMONTE SPORTS Jason Weeks

624 Bills Lane
Altamonte Springs, FL 32714
Bus: (407) 571-8734
Fax: (407) 869-2590
jmweeks@altamonte.org
www.altamontesports.org

AMATEUR ATHLETIC UNION Travis Bullock

405 Lorraine Avenue
Fredricksburg, VA 22408
Bus: (540) 898-4635
Res: (540) 898-0212
Fax: (540) 898-5675
travaau@aol.com

FLORIDA SPORTS FOUNDATION Stephen V. Rodriguez

2930 Kerry Forest Pky 101
Tallahassee, FL 32309
Bus: (850) 488-8347
Fax: (850) 922-0482
svrodriguez@flsports.com

FORT WORTH PARKS & RECREATION SPORTS

Jerry Stephens
808 Bryan Dr
Bedford, TX 76022
Res: (817) 283-7133
Fax: (817) 283-7133

GEORGIA PARKS & RECREATION ASSOCIATION

Buck Salter
2027 Lumpkin Rd
PO Box 5605
Augusta, GA 30906
Bus: (706) 796-5025
Res: (706) 860-2629
Fax: (706) 796-4099
Cell: (706) 564-8759
bsalter@augustaga.gov

INDIANA PARKS & RECREATION ASSOCIATION INC.

Mick Renneisen
PO Box 848
Bloomington, IN 47402
Bus: (812) 349-3711
Res: (812) 334-3627
Fax: (812) 349-3705
Cell: (812) 327-6121
renneism@bloomington.in.gov
www.inpra.org

INTERNATIONAL SENIOR SOFTBALL ASSOCIATION

R.B. Thomas Jr
9401 East St
Manassas, VA 201105414
Bus: (703) 368-1188
Res: (703) 594-2586
Fax: (703) 368-3411
issa94@aol.com
www.seniorsoftball.org

INTERNATIONAL SOFTBALL CONGRESS

Dick Mason
739 West Littleton Blvd
Littleton, CO 801202337
Bus: (303) 797-9101
Res: (303) 797-0773
Fax: (303) 795-3356
dmason@mrwllc.com
www.fastpitch-softball.com

LEE COUNTY SPORTS AUTHORITY

Gary Ewen
2305 Broadway
Ft. Myers, FL 33901
Bus: (239) 344-5201

MICHIGAN RECREATION & PARK ASSOCIATION

Tom Fraas
2465 Woodlake Circle, Ste 180
Okemos, MI 48864
Bus: (517) 485-9888
Fax: (517) 485-7932
info@mrpaonline.org

MISSOURI PARK AND RECREATION ASSOCIATION

Mark Nelson
1923 N. Weller
Springfield, MO 65803
Bus: (417) 837-5817
Insert Fax: (417) 837-5829
mnelson@ci.springfield.mo.us

NATIONAL ASSOCIATION OF INTERCOLLEGIATE ATHLETICS Judy Sherman

2043 College Way
Forest Grove, OR 97116
Bus: (503) 352-2260
Fax: (503) 352-2209
shermanj@pacificu.edu

NATIONAL ASSOCIATION OF POLICE ATHLETIC LEAGUES Mike Dillhyon

618 N Us Hwy 1 Suite 201
North Palm Beach, FL 33408
Bus: (561) 844-1823
Fax: (561) 863-6120
www.nationalpal.org

NATIONAL ASSOCIATION OF SENIOR CITIZEN

SOFTBALL
Greg Maas
PO Box 1085
Mt. Clemens, MI 48046
Bus: (586) 792-2110
Res: (517) 393-0505
Fax: (517) 887-1710
gkm060702@msn.com
www.nascs.org

NATIONAL COLLEGE ATHLETIC ASSOCIATION (NCAA)

Dee Abrahamson
200 Convocation Center
Northern Illinois University
DeKalb, IL 601152854
Bus: (815) 753-1628
Res: (815) 756-8626
Fax: (815) 753-9355
abrahamson@niu.edu

NATIONAL CONGRESS OF STATE GAMES

Dan Duffy
4840 SW Western Ave. #900
Beaverton, OR 97005
Bus: (503) 520-1319
Res: (503) 732-6094
Fax: (503) 520-9747
dan@stategamesoforegon.org

NATIONAL FASTPITCH COACHES ASSOCIATION (NFCA)

Lacy Lee Baker
100 GT Thames Dr Ste D
Starkville, MS 39759
Bus: (662) 320-2155
Fax: (662) 320-2283
llb@nfca.org
www.nfca.org

ALLIED MEMBERS

NATIONAL FEDERATION OF STATE HIGH SCHOOLS

Mary Struckhoff
PO Box 690
Indianapolis, IN 46206
Bus: (317) 972-6900
Fax: (317) 822-5700
mstruckhoff@nfhs.org
www.nfhs.org

NATIONAL JUNIOR COLLEGE ATHLETIC ASSOCIATION (NJCAA)

Karen L. Sykes
99 Main St Dean College
Franklin, MA 02038
Bus: (508) 541-1813
Fax: (508) 541-1817
ksykes@dean.edu

NATIONAL SPORTS CLINICS

Mary Nutter
21720 155th St
Basehor, KS 66007
Bus: (913) 724-8700
Fax: (913) 724-8756
mary@nationalsportsclinics.com
www.nationalsportsclinics.com

NEBRASKA SOFTBALL FOUNDATION

Bruce Otto
4320 W Street
Lincoln, NE 68503
Res: (402) 466-7141
nshofoto@aol.com

NORTH AMERICAN FAST PITCH ASSOCIATION

Benjie Hedgecock
P.O. Box 566
Dayton, OR 97114
Bus: (503) 559-5398
Fax: (503) 864-3939
nafafastpitch@aol.com
www.nafafastpitch.com

NORTH AMERICA SPORTS FEDERATION

Jake Kislan
PO Box K
Drifton, PA 18221
Bus: (570) 454-1952
Res: (570) 454-8582
Fax: (570) 453-3855
nasf@nasf.net

PENNSYLVANIA RECREATION & PARK SOCIETY, INC (PRPS)

Steve Fornadel
464 N Prince St
Millersville, PA 17551
Bus: (717) 285-2050
Res: (717) 872-4570

PONY

Abraham Key
P.O. Box 225
Washington, PA 15301
Bus: (724) 225-1060
Fax: (724) 225-9852
a.key@pony.org

SOUTHERN CALIFORNIA MUNICI- PAL ATHLETIC FEDERATION

Sean Melvin
8995 Via Andar
San Diego, CA 92122
Bus: (858) 558-8685

SPECIAL OLYMPICS INTERNATIONAL

Greg Epperson
Director of Sports, North America
8404 Six Forks Rd Ste 101
Raleigh, NC 27615
Bus: (919) 844-1199
Fax: (919) 844-7171
gepperson@specialolympics.org
www.specialolympics.com

SPORTSPLEX OPERATORS & DEVELOPERS ASSOCIATION

Don Aselin
Westgate PO Box 24617
Rochester, NY 146240617
Bus: (585) 426-2215
Res: (585) 247-1414
Fax: (585) 247-3112
info@sportsplexoperators.com
www.sportsplexoperators.com

TALLAHASSEE SPORTS COUNCIL

Brian Hickey
912 Meyers Park
Tallahassee, FL 32301
Bus: (850) 891-3850

TENNESSEE PARKS & RECREATION

Joe Huff
316 S Everett High Rd
Maryville, TN 37804
Bus: (865) 983-9244
Res: (865) 681-6346
Fax: (865) 983-8831
joehuff@parksrec.com

TEXAS AMATEUR ATHLETIC FEDERATION (TAAF)

James Villarreal
401 S. Rogers
Waxahachie, TX 75165
Bus: (972) 937-7330
Res: (972) 523-8706
Fax: (972) 937-5518
jvillarreal@waxahachie.com

VIRGINIA RECREATION AND PARK SOCIETY

Jim Stutts
2988 W. Lynchburg - Salem Turnpike
Bedford, VA 24523
Bus: (540) 586-1897

ASA PAST PRESIDENTS

Leo Fischer (1933-39)*
W.E. Landis (1940-42)*
Raymond Johnson (1943-47)*
Walter Hakanson (1948)*
Nick J. Barack (1949-50)*
James Lang (1951-52)*
Lou Canarelli (1953-54)*
John Deaver (1955-56)*
Otto Smith (1957)*
Ford Hoffman (1958-59)*
Fred Crosby (1960)*
George T. Cron (1961-62)*
Fred Hoffman (1962-63)*
W.W. (Bill) Kethan (1964-65)*
Ralph Guyne (1966-67)*
Fred Blum (1968-69)*
John Nagy (1970-71)*
Eddie C. Moore (1972-73)*
Joe Barber (1974-75)*
Andy Pendergast (1976-77)*
Franklin Taylor, III (1978-79)
Howard Honaker (1980-81)
Arnold (Red) Halpern (1982-83)*
Charles L. McCord (1984-85)*
Andrew S. Loechner (1986-87)
Bert Weeks (1988-89)
O.W. (Bill) Smith (1990-91)
G. Pat Adkison (1992)
Jack Aaron (1993-94)
Wayne Myers (1995-96)
Bill Humphrey (1997-98)
G. Pat Adkison (1999-2000)
Pat Fleming (2001)
G. Pat Adkison (2001)
H. Franklin Taylor III (2002-2003)
E.T. Colvin (2004-2005)
* Deceased

Looking for the best in softball instruction?

USA Softball has a seven video series just for you.

Whether it's hitting, fielding, catching or outfield play,
we have your solution.

Featuring USA Softball 2004 Olympic head coach
Mike Candrea, his staff Ken Eriksen
and John Rittman and
Olympians Leah O'Brien-Amico,
Michele Smith and Lovie Jung.



The Seven titles include:

- Fundamentals of Hitting
- Basic Infield Fundamentals
- Principles of Infield Position Play
- Fundamentals of Outfield Play
- Fundamentals of Catching
- Beginning Pitching
- Advanced Pitching

Each series breaks down the fundamentals of the game in order
for you to understand and improve your skills.

Order now from ASA's official merchandise website

www.softballoutlet.com

VHS tapes - \$29.95 each plus s&h.

DVD's - \$34.95 each plus s&h.

**LICENSED. LEGAL.
LONG-LASTING.
DRIVE ONE
HOME TODAY.**



Official Softball Licensee of the ASA.

DUDLEY®

America's Premier Softball Company

www.dudleysports.com

1-800-772-5346

Trademarks owned by Russell Corporation or a Russell affiliate. © Russell Corporation 2006.

2006 NATIONAL CHAMPIONS

Tournament Name

Hooters ASA Men's East Class B SP
Hooters ASA Men's East Class C SP
Hooters ASA Men's East Class D SP
Hooters ASA Men's West Class B SP
Hooters ASA Men's West Class C SP
Hooters ASA Men's West Class D SP
Hooters ASA Women's East Class C SP
Hooters ASA Women's East Class D SP
Hooters ASA Women's East Open SP
Hooters ASA Women's West Class C SP
Hooters ASA Women's West Class D SP
Hooters ASA Women's West Open SP
ASA Women's Masters 35-Over SP
ASA Men's Masters 35-Over SP
ASA Men's Masters 40-Over SP
ASA Men's Senior 50-Over Major SP
ASA Men's Senior 55-Over Major SP
ASA Men's Senior 60-Over Major SP
ASA Men's Senior Class 50 AA SP
ASA Men's Senior Class 50 AAA SP
ASA Men's Senior Class 50 Major Plus SP
ASA Men's Senior Class 55 AA SP
ASA Men's Senior Class 55 AAA SP
ASA Men's Senior Class 55 Major Plus
ASA Men's Senior Class 60 AA SP
ASA Men's Senior Class 60 AAA SP
ASA Men's Senior Class 60 Major Plus SP
ASA Men's Senior Class 65 AA SP
ASA Men's Senior Class 65 AAA SP
ASA Men's Industrial SP
ASA Men's Church SP
ASA Coed Class A SP
ASA Coed Class B SP
ASA Men's 16 Inch Class A SP
ASA Men's Major FP
ASA Women's Major FP
ASA Men's Class A FP
ASA Women's Class A FP
ASA Men's Class B FP
ASA Women's Class B FP
ASA Men's Class C FP
ASA Men's 23-U FP
ASA Women's 23-U FP
ASA Men's Masters 40-Over FP
ASA Men's Masters 45-Over FP
ASA Men's Seniors 50-Over FP
ASA Girls' GOLD 18-U FP
USA/ASA Girls' Class A 10-U FP
USA/ASA Girls' Class A 12-U FP
USA/ASA Girls' Class A 14-U FP
USA/ASA Girls' Class A 16-U FP
USA/ASA Girls' Class A 18-U FP
ASA Boys' 12-U FP
ASA Boys' 14-U FP
ASA Boys' 16-U FP
ASA Boys' 18-U FP
ASA Girls' A 10-U FP Eastern
ASA Girls' A 10-U FP Northern
ASA Girls' A 10-U FP Western
ASA Girls' A 12-U FP Eastern
ASA Girls' A 12-U FP Northern
ASA Girls' A 12-U FP Southern

Team Name

The Scene
Hutson Trucking
Easton Properties
Columbia Heat/Hooters
J & E/DWC/DSSBATS
Mid Valley Plastering
Diamond Magic
Crittter Getter
Long Haul/Enough Said/Easton/Tanel
ECI/SLI
Crush
Armed Forces
DeJa Vu
Heritage Carpentry
Team Worth
Travelodge Bears
Murphy's Law
Bogey's Sports Bar
KJP Sales
Triangle Cobras
Connecticut Sports Plex
High Street Bucs
NJ Hitmen
Connecticut Sports Plex
Sports Lettering
Chadwell Homes
Thomas Engineering/Tanel 360
Virginia Cavaliers
Carolina Blue Sky's
BMW
Evangel Temple
Bennigans
AIM
Woodpeckers
Circle Tap
Stratford Brakettes
New Image
Mudhens
Memphis Posse
California Goldrush
Adco/Tool Shed
Young Buc's
Virginia Legends
Sea Dogs
Plangger's Furniture
Texas Stars
OC Batbusters
95 Texas Glory
Synergy 93
Smashers
OC Batbusters
Carolina Cardinals
JMAC
N.A.P. Co. Rockhounds
Hartford AM Legion
Maple River Eagles
Baseliners
Black Widows
San Jose Lady Sharks
Team Long Island
Black Widows
Texas Cyclones

Hometown

Commack, NY
Toms River, NJ
Hartselle, AL
Columbia, MO
Fremont, CA
French Camp, CA
Pittsboro, NC
Tallahassee, FL
Tallahassee, FL
Olathe, KS
Springfield, MO
San Antonio, TX
Sebring, OH
Norwalk, CT
Ft. Pierce, FL
Martinsville, IN
Springfield, VA
Burlington, NC
Midland, MI
Raleigh, NC
Ellwood City, PA
Baltimore, MD
Stockton, NJ
New York, NY
Knoxville, TN
Valrico, FL
Manassas, VA
Great Falls, VA
Ocean Isle Beach, NC
Greer, SC
Jacksonville, FL
Sanford, FL
Orangevale, CA
Melrose Park, IL
Denmark, WI
Stratford, CT
Mt. Horeb, WI
Minnetonka, MN
Memphis, TN
San Mateo, CA
Staten Island, NY
Santa Barbara, CA
Portsmouth, VA
Boston, MA
Mishawaka, IN
Houston, TX
Santa Ana, CA
Mesquite, TX
Saugus, CA
Valencia, CA
Dove Canyon, CA
Tabacoville, NC
Sioux Falls, SD
Amazonia, MO
Hartford, SD
Mapleton, MN
Herndon, VA
New Athens, IL
San Jose, CA
Oceanside, NY
Glen Carbon, IL
Katy, TX

2006 NATIONAL CHAMPIONS

Tournament Name

ASA Girls' A 12-U FP Western
 ASA Girls' A 14-U FP Eastern
 ASA Girls' A 14-U FP Northern
 ASA Girls' A 14-U FP Southern
 ASA Girls' A 14-U FP Western
 ASA Girls' A 16-U FP Eastern
 ASA Girls' A 16-U FP Northern
 ASA Girls' A 16-U FP Southern
 ASA Girls' A 16-U FP Western
 ASA Girls' A 18-U FP Eastern
 ASA Girls' A 18-U FP Northern
 ASA Girls' A 18-U FP Southern
 ASA Girls' A 18-U FP Western
 ASA Girls' East Class B 10-U FP
 ASA Girls' East Class B 12-U FP
 ASA Girls' East Class B 14-U FP
 ASA Girls' East Class B 14-U FP
 ASA Girls' East Class B 16-U FP
 ASA Girls' East Class B 18-U FP
 ASA Girls' West Class B 10-U FP
 ASA Girls' West Class B 12-U FP
 ASA Girls' West Class B 14-U FP
 ASA Girls' West Class B 16-U FP
 ASA Girls' West Class B 18-U FP
 ASA Girls' 10-U SP
 ASA Girls' 12-U SP
 ASA Girls' 14-U SP
 ASA Girls' 16-U SP
 ASA Girls' 18-U SP
 ASA Men's (10) MP
 ASA Men's (9) Class A MP

Team Name

So Cal Wicked
 Lady Lasers Green
 BNGSA Angels
 East Cobb Bullets
 Nemesis
 Silver Bullets
 Indy Dreams
 High Intensity Blue
 Southern California Panthers
 Wagners
 Lake County Liberty
 Tallahassee Bullets
 San Diego Breakers
 West Mobile Fever
 Terrell Mill Titans
 Lethal Fast Pitch
 Carmel Sting
 South Effingham Angels
 Mississippi Diamond Dolls
 Hart 10 Gold
 Bonita Valley
 CV Synergy
 She-Devils
 SAFA Hitt Green
 Mississippi Sting
 Oklahoma Predators
 Clarkdale
 Pink Flamingo's
 Young's Prime Time
 Dillinger's
 Mickey's

Hometown

Whittier, CA
 Wooster, OH
 Bloomington, IL
 Marietta, GA
 Downey, CA
 Williamsport, PA
 Indianapolis, IN
 Niceville, FL
 Newbury Park, CA
 Hanover, MD
 Chicago, IL
 Tallahassee, FL
 Poway, CA
 West Mobile, AL
 Marietta, GA
 LaGrange, GA
 Carmel, IN
 Guyton, GA
 Vicksburg, MS
 Santa Clarita, CA
 Chula Vista, CA
 Castro Valley, CA
 Grand Prairie, TX
 San Antonio, TX
 Collinsville, MS
 Oklahoma City, OK
 Meridian, MS
 New Albany, MS
 Watertown, SD
 Fond du Lac, WI
 Midland, MI

2007 NATIONAL CHAMPIONSHIPS

2007 FAST PITCH

Men's Major Fast Pitch	South Bend, IN	August 2-5
Women's Major Fast Pitch	South Bend, IN	August 4-7
Men's Class A Fast Pitch	Rockford, IL	August 30-September 3
Women's Class A Fast Pitch	Prescott, AZ	August 9-12
Men's Class B Fast Pitch	Altamonte Springs, FL	August 29-September 3
Women's Class B Fast Pitch	Prescott, AZ	August 9-12
Men's Class C Fast Pitch	Killeen, TX	August 29-September 3
Women's Class C Fast Pitch	Prescott, AZ	August 9-12
Men's Masters 40-Over Fast Pitch	Hoover, AL	August 22-26
Men's Masters 45-Over Fast Pitch	Gadsden, AL	September 6-9
Men's Masters 50-Over Fast Pitch	Mobile, AL	July 6-9
Men's 23-U Fast Pitch	North Mankato, MN	August 2-5
Women's 23-U Fast Pitch	Stratford, CT	July 26-29
Boy's 18-U Fast Pitch	North Mankato, MN	August 1-5
Boy's 16-U Fast Pitch	North Mankato, MN	August 1-5
Boy's 14-U Fast Pitch	North Mankato, MN	August 1-5
Boy's 12-U Fast Pitch	North Mankato, MN	August 1-5
Boy's 10-U Fast Pitch	North Mankato, MN	August 1-5
Girl's GOLD 18-U Fast Pitch	Oklahoma City, OK	August 5-12
USA / ASA Girl's 18-U A Fast Pitch	College Station, TX	July 29-August 5
USA / ASA Girl's 16-U A Fast Pitch	Sioux Falls, SD	July 29-August 5
USA / ASA Girl's 14-U A Fast Pitch	Normal, IL	July 29-August 5
USA / ASA Girl's 12-U A Fast Pitch	Roseville, CA	July 29-August 5
USA / ASA Girl's 10-U A Fast Pitch	Auburn, AL	July 29-August 5
ASA Girl's 10-U A Fast Pitch – Eastern	York, PA	August 1-5
ASA Girl's 10-U A Fast Pitch – Southern	Ridgeland, MS	August 1-5
ASA Girl's 10-U A Fast Pitch – Western	Beaverton, OR	August 1-5
ASA Girl's 10-U A Fast Pitch – Northern	Brooklyn Park, MN	August 1-5
ASA Girl's 12-U A Eastern	York, PA	August 1-5
ASA Girl's 12-U A Southern	Tallahassee, FL	August 1-5
ASA Girl's 12-U A Western	Portland, OR	August 1-5
ASA Girl's 12-U A Northern	Brooklyn Park, MN	August 1-5
ASA Girl's 14-U A Eastern	Sterling, VA	August 1-5
ASA Girl's 14-U A Southern	Broken Arrow, OK	August 1-5
ASA Girl's 14-U A Western	Phoenix, AZ	August 1-5
ASA Girl's 14-U A Northern	Bloomington, IN	August 1-5
ASA Girl's 16-U A Eastern	Sterling, VA	August 1-5
ASA Girl's 16-U A Southern	Fort Worth, TX	August 1-5
ASA Girl's 16-U A Western	Sunnyvale, CA	August 1-5
ASA Girl's 16-U A Northern	Burlington, IA	August 1-5
ASA Girl's 18-U A Eastern	York, PA	August 1-5
ASA Girl's 18-U A Southern	Plant City, FL	August 1-5
ASA Girl's 18-U A Western	Lancaster, CA	August 1-5
ASA Girl's 18-U A Northern	St. Ann, MO	August 1-5
Girl's 18-U B Fast Pitch – Eastern	Sunbury, PA	August 1-5
Girl's 16-U B Fast Pitch – Eastern	Sunbury, PA	August 1-5
Girl's 14-U B Fast Pitch – Eastern	Harrisburg, PA	August 1-5
Girl's 12-U B Fast Pitch – Eastern	Harrisburg, PA	August 1-5
Girl's 10-U B Fast Pitch – Eastern	Harrisburg, PA	August 1-5
Girl's 18-U B Fast Pitch – Western	Spokane, WA	August 1-5
Girl's 16-U B Fast Pitch – Western	Salem, OR	August 1-5
Girl's 14-U B Fast Pitch – Western	Stockton, CA	August 1-5
Girl's 12-U B Fast Pitch – Western	Phoenix, AZ	August 1-5
Girl's 10-U B Fast Pitch – Western	Las Cruces, NM	August 1-5
Girl's 18-U B Fast Pitch-Northern	St. Ann, MO	August 1-5
Girl's 16-U B Fast Pitch-Northern	Owensboro, KY	August 1-5
Girl's 14-U B Fast Pitch-Northern	Bloomington, IN	August 1-5
Girl's 12-U B Fast Pitch-Northern	Salina, KS	August 1-5
Girl's 10-U B Fast Pitch-Northern	Springfield, MO	August 1-5
Girl's 18-U B Fast Pitch-Southern	Tulsa, OK	August 1-5
Girl's 16-U B Fast Pitch-Southern	Clinton, MS	August 1-5
Girl's 14-U B Fast Pitch-Southern	TBA	August 1-5

2007 NATIONAL CHAMPIONSHIPS

Girl's 12-U B Fast Pitch-Southern
Girl's 10-U B Fast Pitch-Southern

Garland, TX
Gadsden, AL

August 1-5
August 1-5

2007 SLOW PITCH

USA Championship Series
Women's Open Slow Pitch
Men's Class A Slow Pitch
Men's Class B Slow Pitch – East
Men's Class B Slow Pitch – West
Men's Class C Slow Pitch – East
Men's Class C Slow Pitch – West
Women's Class C Slow Pitch – East
Women's Class C Slow Pitch – West
Men's Class D Slow Pitch – East
Men's Class D Slow Pitch – West
Men's Class D Slow Pitch-North
Men's Class D Slow Pitch-South
Women's Class D Slow Pitch – East
Women's Class D Slow Pitch – West
Men's Industrial Slow Pitch
Men's Church Slow Pitch
Men's Masters 35-Over Slow Pitch
Women's Masters' 35-Over Slow Pitch
Men's Masters 40-Over Slow Pitch
Men's Masters 45-Over Slow Pitch
Men's Senior 50-Over Slow Pitch
Men's Senior 55-Over Slow Pitch
Men's Senior 60-Over Slow Pitch
Men's Senior 65-Over Slow Pitch
Men's Senior 70-Over Slow Pitch
Men's Senior 75-Over Slow Pitch
Men's Major 16-Inch Slow Pitch
Men's Class A 16-Inch Slow Pitch
Co-ed Major Slow Pitch
Co-ed Class A Slow Pitch
Co-ed Class B Slow Pitch
Industrial Co-ed Slow Pitch
Boy's 18-U Slow Pitch
Boy's 16-U Slow Pitch
Boy's 14-U Slow Pitch
Boy's 12-U Slow Pitch
Boy's 10-U Slow Pitch
Girl's 18-U Slow Pitch
Girl's 16-U Slow Pitch
Girl's 14-U Slow Pitch
Girl's 12-U Slow Pitch
Girl's 10-U Slow Pitch

Oklahoma City, OK
Oklahoma City, OK
Oklahoma City, OK
Seminole County, FL
Waxahachie, TX
Montgomery, AL
Portland, OR
Dothan, AL
Salem, OR
Salem, VA
Lancaster, CA
Topeka, KS
McAllen, TX
Auburndale, FL
San Antonio, TX
LaGrange, GA
Tallahassee, FL
Augusta, GA
Gadsden, AL
Decatur, AL
Jackson, MS
Burlington, NC
Burlington, NC
Burlington, NC
Burlington, NC
Burlington, NC
Burlington, NC
Burlington, NC
Marshalltown, IA
Mt. Prospect, IL
Rochester, MN
Alton, IL
Dallas, TX
Pending
Pending
Pending
Pending
Pending
Columbus, GA
Columbus, GA
Columbus, GA
Columbus, GA
Clinton, MS

September 27-30
September 27-30
September 27-30
August 30-September 3
August 30-September 3
August 30-September 3
August 30-September 3
August 30-September 3
August 30-September 3
August 30-September 3
August 30-September 3
August 30-September 3
August 30-September 3
August 30-September 3
August 30-September 3
August 24-26
August 10-12
September 7-9
August 10-12
August 24-26
September 7-9
August 31-September 3
August 31-September 3
August 31-September 3
August 31-September 3
August 31-September 3
August 31-September 3
August 31-September 3
August 31-September 3
August 31-September 3
September 14-16
August 23-26
August 23-26
Pending
July 18-22
July 18-22
July 18-22
July 18-22
July 18-22
July 26-29
July 26-29
July 26-29
July 26-29
July 26-29

2007 MODIFIED PITCH

Women's Modified Pitch
Men's Modified Pitch (9) A
Men's Modified Pitch (9) Major
Men's Modified Pitch (10)

Pending
Spokane, WA
Spokane, WA
Marietta, GA

August 10-12
August 31-September 3
August 31-September 3
August 31-September 3

2007 NATIONAL INVITATIONAL TOURNAMENTS

8U Coach Pitch
8U Coach Pitch

Ft. Smith, AR
Mobile Bay, AL

July 20-22
June 28

2008 NATIONAL CHAMPIONSHIPS

2008 Slow Pitch

USA Championship Series	Oklahoma City, OK	September 25-25
Women's Open Slow Pitch	Oklahoma City, OK	September 25-28
Men's Class A Slow Pitch	Oklahoma City, OK	September 25-28
Men's Class B Slow Pitch West	San Antonio, TX	August 28-September 1
Men's Class B Slow Pitch East	Auburndale, FL	August 28-September 1
Men's Class C Slow Pitch Northern	Moorhead, MN	August 28-September 1
Men's Class C Slow Pitch Eastern	Salem, VA	August 28-September 1
Men's Class C Slow Pitch Southern	Bryan/College Station, TX	August 28-September 1
Men's Class C Slow Pitch Western	Lancaster, CA	August 28-September 1
Men's Class D Slow Pitch Northern	Bismarck, ND	August 28-September 1
Men's Class D Slow Pitch Eastern	Columbus, OH	August 28-September 1
Men's Class D Slow Pitch Southern	Marietta, GA	August 28-September 1
Men's Class D Slow Pitch Western	Seattle, WA	August 28-September 1
Men's Major 16-Inch Slow Pitch	Mt. Prospect, IL	August 29-September 1
Men's Class A 16-Inch Slow Pitch	Cedar Rapids, IA	August 29-September 1
Men's Masters 35-Over Slow Pitch	Killeen, TX	September 5-7
Men's Master 40-Over Slow Pitch	Dallas, TX	August 22-August 24
Men's Masters 45-Over Slow Pitch	Roseville, CA	September 5-7
Men's Senior 50-Over Slow Pitch	Burlington, NC	August 29-September 1
Men's Senior 55-Over Slow Pitch	Burlington, NC	August 29-September 1
Men's Senior 60-Over Slow Pitch	Burlington, NC	August 29-September 1
Men's Senior 65-Over Slow Pitch	Burlington, NC	August 29-September 1
Men's Senior 70-Over Slow Pitch	Burlington, NC	August 29-September 1
Men's Senior 75-Over Slow Pitch	Burlington, NC	August 29-September 1
Men's Church Slow Pitch	Decatur, AL	August 8-10
Men's Industrial Slow Pitch	Tallahassee, FL	August 22-24
Coed Major Slow Pitch	Dothan, AL	September 18-21
Coed Class A Slow Pitch	Tallahassee, FL	August 21-24
Coed Class B Slow Pitch	LaGrange, GA	August 21-24
Coed Industrial Slow Pitch	Phoenix, AZ	August 29-August 31
Women's Class C Slow Pitch East	Augusta, GA	August 28-September 1
Women's Class C Slow Pitch West	Waxahachie, TX	August 28-September 1
Women's Class D Slow Pitch East	Seminole County, FL	August 28-September 1
Women's Class D Slow Pitch West	Lawton, OK	August 28-September 1
Women's Master 35-Over Slow Pitch	Fort Myers, FL	August 8-10
Boy's 18-Under Slow Pitch	Pending	
Boy's 16-Under Slow Pitch	Pending	
Boy's 14-Under Slow Pitch	Pending	
Boy's 12-Under Slow Pitch	Pending	
Boy's 10-Under Slow Pitch	Pending	
Girl's 18-Under Slow Pitch	Pending	
Girl's 16-Under Slow Pitch	Pending	
Girl's 14-Under Slow Pitch	Pending	
Girl's 12-Under Slow Pitch	Pending	
Girl's 10-Under Slow Pitch	Pending	

2008 Fast Pitch

Women's Major Fast Pitch	Amherst, NY	August 8-10
Women's Class A Fast Pitch	Salem, OR	August 7-10
Women's Class B Fast Pitch	Salem, OR	August 7-10
Women's Class C Fast Pitch	Salem, OR	August 7-10
Women's 23-Under Fast Pitch	Auburn, AL	July
Men's Major Fast Pitch	Pending	August 1-3
Men's Class A Fast Pitch	Pending	August 28-September 1
Men's Class B Fast Pitch	McAllen, TX	August 27-September 1
Men's Class C Fast Pitch	Prescott, AZ	August 27-September 1
Men's 23-Under Fast Pitch	Brandon, SD	July 31-August 3
Men's 40-Over Fast Pitch	Minot, ND	August 20-24
Men's 45-Over Fast Pitch	Springfield, MO	September 11-14
Men's 50-Over Fast Pitch	Fort Worth, TX	September 26-28
Girls' 18-Under Gold Fast Pitch	Oklahoma City, OK	August 3-10
USAASA Girls' 10-Under A Fastpitch	Bloomington, IN	July 27-August 3

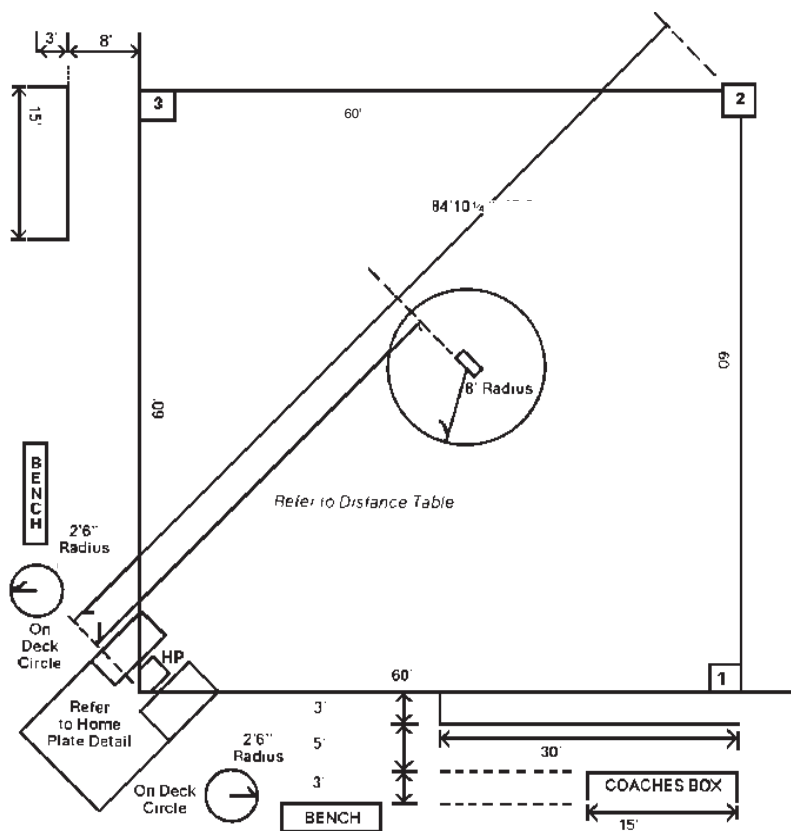
2008 NATIONAL CHAMPIONSHIPS

USA ASA Girls' 12-Under A Fastpitch	Montgomery, AL	July 27-August 3
USA ASA Girls' 14-Under A Fastpitch	Midland, TX	July 27-August 3
USA ASA Girls' 16-Under A Fastpitch	Owensboro, KY	July 27-August 3
USA ASA Girls' 18-Under A Fastpitch	Moline, IL	July 27-August 3
ASA Girls' 10-Under A Fastpitch Eastern	Salem, VA	July 30-August 3
ASA Girls' 12-Under A Fastpitch Eastern	Salem, VA	July 30-August 3
ASA Girls' 14-Under A Fastpitch Eastern	Salem, VA	July 30-August 3
ASA Girls' 16-Under A Fastpitch Eastern	York, PA	July 30-August 3
ASA Girls' 18-Under A Fastpitch Eastern	Salem, VA	July 30-August 3
ASA Girls' 10-Under A Fastpitch Northern	South Bend, IN	July 30-August 3
ASA Girls' 12-Under A Fastpitch Northern	South Bend, IN	July 30-August 3
ASA Girls' 14-Under A Fastpitch Northern	St. Louis, MO	July 30-August 3
ASA Girls' 16-Under A Fastpitch Northern	Topeka, KS	July 30-August 3
ASA Girls' 18-Under A Fastpitch Northern	Rochester, MN	July 30-August 3
ASA Girls' 10-Under A Fastpitch Southern	Fort Worth, TX	July 30-August 3
ASA Girls' 12-Under A Fastpitch Southern	Tulsa, OK	July 30-August 3
ASA Girls' 14-Under A Fastpitch Southern	Clinton, MS	July 30-August 3
ASA Girls' 16-Under A Fastpitch Southern	Altamonte Springs, FL	July 30-August 3
ASA Girls' 18-Under A Fastpitch Southern	Ridgeland, MS	July 30-August 3
ASA Girls' 10-Under A Fastpitch Western	Phoenix, AZ	July 30-August 3
ASA Girls' 12-Under A Fastpitch Western	Phoenix, AZ	July 30-August 3
ASA Girls' 14-Under A Fastpitch Western	Clovis, CA	July 30-August 3
ASA Girls' 16-Under A Fastpitch Western	Portland, OR	July 30-August 3
ASA Girls' 18-Under A Fastpitch Western	Seattle, WA	July 30-August 3
Girls' 10-Under Class B Fastpitch Eastern	York, PA	July 30-August 3
Girls' 12-Under Class B Fastpitch Eastern	York, PA	July 30-August 3
Girls' 14-Under Class B Fastpitch Eastern	Salem, VA	July 30-August 3
Girls' 16-Under Class B Fastpitch Eastern	Salem, VA	July 30-August 3
Girls' 18-Under Class B Fastpitch Eastern	Salem, VA	July 30-August 3
Girls' 10-Under Class B Fastpitch Northern	Cambridge, MN	July 30-August 3
Girls' 12-Under Class B Fastpitch Northern	Springfield, MO	July 30-August 3
Girls' 14-Under Class B Fastpitch Northern	Springfield, MO	July 30-August 3
Girls' 16-Under Class B Fastpitch Northern	Overland Park, KS	July 30-August 3
Girls' 18-Under Class B Fastpitch Northern	Overland Park, KS	July 30-August 3
Girls' 10-Under Class B Fastpitch Southern	Broken Arrow, OK	July 30-August 3
Girls' 12-Under Class B Fastpitch Southern	Gadsden, AL	July 30-August 3
Girls' 14-Under Class B Fastpitch Southern	Columbus, GA	July 30-August 3
Girls' 16-Under Class B Fastpitch Southern	Garland, TX	July 30-August 3
Girls' 18-Under Class B Fastpitch Southern	Mobile, AL	July 30-August 3
Girls' 10-Under Class B Fastpitch Western	Las Vegas, NV	July 30-August 3
Girls' 12-Under Class B Fastpitch Western	Las Vegas, NV	July 30-August 3
Girls' 14-Under Class B Fastpitch Western	Salem, OR	July 30-August 3
Girls' 16-Under Class B Fastpitch Western	Rock Springs, WY	July 30-August 3
Girls' 18-Under Class B Fastpitch Western	Aurora, CO	July 30-August 3
Boy's 18-Under Fast Pitch	Brandon, SD	July 30-August 3
Boy's 16-Under Fast Pitch	Brandon, SD	July 30-August 3
Boy's 14-Under Fast Pitch	Brandon, SD	July 30-August 3
Boy's 12-Under Fast Pitch	Brandon, SD	July 30-August 3
Boy's 10-Under Fast Pitch	Brandon, SD	July 30-August 3

2008 Modified Pitch

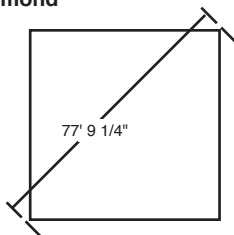
Men's (9) A Modified Pitch	Pending
Men's (9) Major Modified Pitch	Pending
Men's (10) Modified Pitch	Pending

FIELD DIMENSIONS

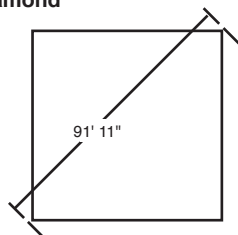


(For base distances, pitching distances and fence distances, see Rule 2, Section1)

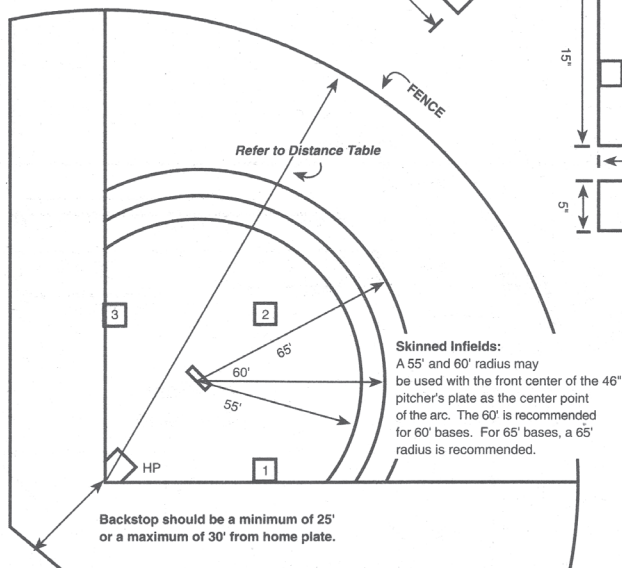
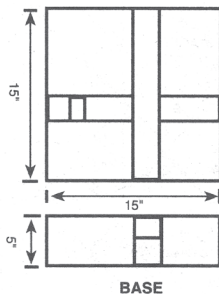
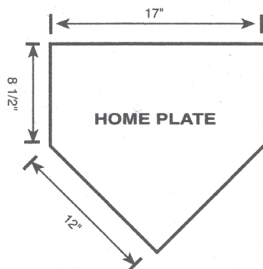
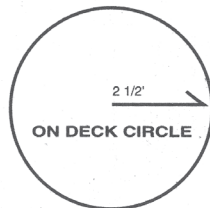
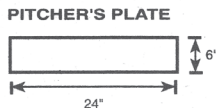
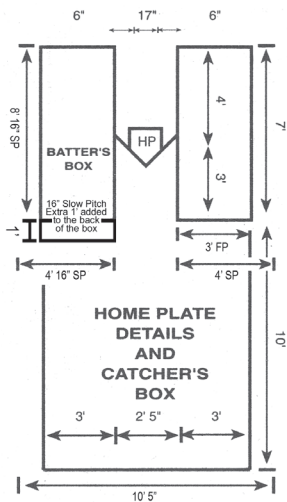
55-Foot Diamond



65-Foot Diamond



FIELD DIMENSIONS



Rule 1: Line-up card: The official document listing players and substitutes of a given team.

Comment: To define a term commonly used throughout the rule book.

Rule 1: Play: An attempt by a defensive player to retire a batter-runner or runner. A pitch is not considered a play except as it relates to an appeal.

Comment: To define a term commonly used throughout the rule book.

Rule 2 Section 1: Change the fence minimum and maximum distance for Girls' Junior Olympic Fast Pitch to the following:

G10-U from 150' to 200' to 175' to 225'

G12-U from 175' to 200' to 200' to 225'

G14-U from 175' to 200' to 200' to 225'

Comments: These classifications of players are very good athletes and this will provide more consistency in our Junior Olympic program.

Rule 2 Section 3C: The batter's box for **SLOW PITCH**, excluding **16-Inch Slow Pitch**, will measure 4' W X 7' L

Comments: This rule change was requested by the players for the betterment of the Slow Pitch game.

Rule 3 Section 4: The pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used in the game being played.

Comments: The rule is designed to have a glove that will not distract the batter. The color can be any color that does not match the color of the ball.

Rule 3 Section 6D: An Arabic whole number of contrasting color or outlined in contrasting color...

Comments: The purpose of the previous rule was to make the numbers distinguishable and outlining the numbers does this as effectively as making the numbers contrasting colors.

Rule 4 Section 1C 3c & d: Men's Senior Slow Pitch; Teams have the option of having all their players in the batting order. The Short-handed rule will be in effect if a player in the batting order leaves the game.

Comments: Senior Slow Pitch players want to play and this allows all players that come to game to participate. If a player leaves the batting order an out will be called each time they are supposed to bat as the Shorthanded rule requires.

Rule 5 Section 5A: One run shall score each time a runner

- 1) Touches first base, second base, third base and home plate; or
- 2) When using the Tie-Breaker rule, a runner starting at 2nd base, touches third base and home plate.

Comments: Clarifies a method by which a run can score when using the Tie-Breaker rule.

Rule 5 Section 8A 3: Master's Slow Pitch 35-Over, 40-Over, and 45-Over will allow 4 over the fence home runs per team.

Comments: This allows these classifications an additional over the fence home run per team.

Rule 5 Section 8A EFFECT: On any over the fence home run in Men's Class D Slow Pitch Classification, the batter is called out and the inning is over regardless of the number of outs prior to the over the fence home run.

Comments: For the betterment of ASA Slow Pitch Softball.

Rule 5 Section 10: When the time limit rule is in effect, time begins with the first pitch. If the game is tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning and play shall continue until a winner is determined. The time limit rule is as follows:

- A) In Junior Olympic 10-Under Class A and 10-Under Class B Fast Pitch pool play, the time limit will be one hour and fifteen minutes, finish the inning and play one more inning, if it is not a complete game.
- B) In Junior Olympic 10-Under Class A and 10-Under Class B Fast Pitch elimination play, no inning shall start after 1 hour and 40 minutes.
- C) In all Junior Olympic Class A 12-Under, 14-Under, 16-Under and 18-Under; Class B 12-Under, 14-Under, 16-Under and 18-Under; and Gold pool play; no inning shall start after 1 hour and 40 minutes.
- D) In all Junior Olympic Class B 12-Under, 14-Under, 16-Under and 18-Under elimination play; no inning shall start after 1 hour and 40 minutes.

EXCEPTION: In all Junior Olympic Class B 12-Under, 14-Under, 16-Under and 18-Under elimination play there will be no time limit for the upper and lower bracket final games, and the championship and the 'if necessary' games.

COMMENT: This rule now conforms to Code Article 510 O.

Rule 6 Section 3F: Fast Pitch The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.

Comments: This will clarify that the pitch can not be thrown behind the back or between the legs.

Rule 6 Section 3H: Men's Fast Pitch: Remove the words 'within the 24 inch length of the pitcher's Plate'.

Comments: For the betterment of ASA Men' Fast Pitch Softball

Rule 6 Section 3H: Modified: The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.

Comments: This will clarify that the pitch can not be thrown behind the back or between the legs.

Rule 7 Section 6B: When a batter enters the batter's box with or is discovered using an altered or non-approved bat. EFFECT: The batter shall be **EJECTED** from the game and if in a tournament shall be **EJECTED** for the remainder of the tournament. Remove the **NOTE**.

Comments: Reflects how the ASA code is written.

Rule 7 Section 6Q: When actively hindering the catcher while in the batter's box.

Comments: Removes 'intentionally' from the rule and allows the umpire to judge interference and not intent. It also matches the rule to the definition.

Rule 8 Section 2F 3: When a batter-runner interferes with a thrown ball while out of the batter's box.

Comments: Removes 'intentionally' from the rule and allows the umpire to judge interference and not intent. It also matches the rule to the definition.

Rule 8 Section 4G: (10-Under Class B Fast Pitch)

Comments: The section on stealing and running the bases in 10-Under now only applies to 10-Under Class B Fast Pitch. 10-Under Class A Fast Pitch will play by the same rules as the other Junior Olympic Fast Pitch age classifications.

Rule 8 Section 7E: When any offensive team member other than another runner physically assists a runner while the ball is live.

Comments: The rule as written last year could have been interpreted that if a defensive person helped the runner an out could have been called. This is why the wording 'anyone' was changed to 'offensive team member'.

Rule 8 Section 7J 3: When a runner interferes with a thrown ball.

Comments: Removes 'intentionally' from the rule and allows the umpire to judge interference and not intent. It also matches the rule to the definition.

Rule 8 Section 7P: When, after being declared out or after scoring, a batter-runner, or a runner interferes with a defensive player's opportunity to make a play on another runner.

Comments: This rule now clarifies the previous interpretation that the batter-runner was also included. It also removes 'intentionally' from the rule and allows the umpire to judge interference and not intent. It also matches the rule to the definition.

PLAYING RULES

TABLE OF CONTENTS

Rule 1-Definitions	53
Rule 2-The Playing Field	61
Rule 3-Equipment.....	64
Rule 4-Players and Substitutes	73
Rule 5-The Game	81
Rule 6-Pitching Regulations (Fast Pitch).....	86
Rule 6-Pitching Regulations (Modified Pitch)	90
Rule 6-Pitching Regulations (Slow Pitch)	94
Rule 6-Pitching Regulations (16-Inch Slow Pitch)	97
Rule 7-Batting.....	100
Rule 8-Batter-Runner and Runner.....	106
Rule 9-Protests.....	123
Rule 10-Umpires.....	125
Rule 11-Scoring	127
Rule 12-Use of ASA playing Rules	131
Rules Supplement	132
Playing Rules Index.....	160

Copyright by the Amateur Softball Association of America REVISED 2007 "Permission to reprint THE OFFICIAL PLAYING RULES has been granted by THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA."

Where (Fast Pitch) is shown, Modified Pitch rules are followed the same as fast pitch with the exception of the pitching rule. Where (Slow Pitch) is shown, 16" slow pitch rules are followed the same as slow pitch with the exception of the pitching rule.

The words "Junior Olympic" or the initials "JO" refer to youth softball.

New rules and/or changes are in bold letters in each shaded section. Housekeeping changes are shaded, but not bold.

Read the "Points of Emphasis" at the end of the rules to clarify various selected rules.

RULE 1 - DEFINITIONS

ALTERED BAT: When the physical structure of a legal softball bat has been changed.

APPEAL PLAY: A play on a rule violation on which an umpire may not make a decision until requested by a manager, coach or player.

BALL COMPRESSION: The load force, in pounds, required to compress a softball 0.250 inches when measured in accordance with the ASTM test method for measuring compression-displacement of softballs.

BALL COR: The coefficient of restitution of a softball when measured in accordance with the ASTM test method for measuring coefficient of restitution of softballs.

BASE ON BALLS: Permits a batter to gain first base when four pitches are judged to be out of the strike zone.

BASE LINE: An imaginary line directly between bases.

BASE PATH: A line directly between a base and the runner's position at the time a defensive player is attempting to tag that runner.

BATTED BALL: Any pitched ball that hits the bat or is hit by the bat and lands either in fair territory or foul territory.

BATTER'S BOX: The area to which the batter is restricted when batting.

BATTER-RUNNER: A player who has completed a turn at bat but has not yet been put out or reached first base.

RULE 1 - THE DEFINITIONS

BATTING ORDER: The official listing of offensive players in the order in which they bat.

BLOCKED BALL: A batted, pitched or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches loose equipment or any object that is not part of the official equipment or official playing area.

BLOOD RULE: Refers to a player, coach or umpire who is bleeding or who has blood on their uniform and treatment is required.

BUNT: A pitched ball that is intentionally tapped with the bat, slowly, within the infield.

CATCH/NO CATCH:

- A. A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove/mitt.
 - 1. To establish a valid catch, the fielder shall hold the ball long enough to prove control of it and/or that the release of the ball is voluntary.
 - 2. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove.
 - 3. The fielder's feet must be within the field of play, touching the "out of play" line or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching live ball territory or one foot touching and the other in the air, for the catch to be legal.
- B. It is not a catch:
 - 1. If a fielder, while gaining control, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
 - 2. If a ball strikes anything other than a defensive player while it is in flight is the same as if it struck the ground.
 - 3. When a fielder catches a batted or thrown ball with anything other than the hand(s) or glove in its proper place.

CATCH AND CARRY: A legal catch that a defensive player carries into dead ball territory.

CATCHER'S BOX: The area to which the catcher is restricted while catching. The catcher must remain in the box until:

- A. (Fast Pitch) The pitch is released.
- B. (Slow Pitch) The pitched ball is:
 - 1. Batted.
 - 2. Touches the ground, plate, or batter.
 - 3. Reaches the catcher's box.

CHAMPIONSHIP PLAY: When used in the The ASA Softball Playing Rules, the term "Championship Play" shall have the same meaning as is assigned to such term by the ASA Code.

CHARGED CONFERENCE: When a team representative requests a suspension of play or delays the game for the purpose of delivering a message to another team member:

CHOPPED BALL: (Slow Pitch) Occurs when the batter strikes downward with a chopping motion of the bat.

COACH: A person who occupies the coach's box and / or assists in the direction of their team representatives on the field.

COACH'S BOX: The area in which the two base coaches (one per box) are restricted to prior to the release of the pitch.

COURTESY RUNNER: (Senior Slow Pitch, Master's and Senior Fast Pitch and J.O. Girls and Boys Fast Pitch) Any player who runs for a runner without a charged substitution.

CROW HOP: (Fast Pitch) Defined as the act of a pitcher who steps, hops or drags off the front of the pitcher's plate, replants the pivot foot, thereby establishing a second impetus (or starting point), pushes off from the newly established starting point and completes the delivery.

DEAD BALL.: A ball that is not in play.

DEFENSIVE TEAM: The team in the field.

DESIGNATED PLAYER (DP): The player who is initially on the line-up card in the team's batting order but not in the defensive line-up.

DISLODGED BASE: A base displaced from its proper position.

DISQUALIFIED PLAYER: A player removed from the game for a rule violation.

DOUBLE PLAY: A play by the defense in which two offensive players are legally put out as a result of continuous action.

DUGOUT/ TEAM AREA: An out-of-play area designated for players and team representatives.

EJECTED PARTICIPANT: A team representative removed from the game by the umpire, usually for an unsportsmanlike act or conduct.

RULE 1 - THE DEFINITIONS

EXTRA PLAYER (EP): An optional player(s) in slow pitch.

FAIR BALL: A legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- D. While over fair territory, a runner interferes with a defensive player attempting to field a batted ball.
- E. Touches first, second or third base.
- F. First falls or is first touched on or over fair territory beyond first, second or third base.
- G. While over fair territory, passes out of the playing field beyond the outfield fence.
- H. Hits the foul pole.

FAIR TERRITORY: That part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

FAKE TAG: A form of obstruction by a fielder who attempts to tag a runner without the ball and thereby impedes a runner advancing or returning to a base.

FIELDER: Any player of the team in the field.

FLEX: The player who is initially listed in the tenth spot on the line-up card, and may play any defensive position, and may enter the game on offense only in the Designated Player's (DP) batting position.

FLY BALL: A batted ball, fair or foul, that rises into the air.

FORCE OUT: Is an out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out.

FOUL BALL: A batted ball that:

- A. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. While over foul territory, a runner interferes with a defensive player attempting to field a batted ball.
- E. First hits the ground over foul territory beyond first or third base.
- F. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- G. Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.
- H. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

FOUL TIP: A batted ball that goes sharply and directly from the bat to the catcher's hand(s) or glove/mitt and is legally caught by the catcher.

HOME TEAM: Shall be designated by mutual agreement or by a flip of a coin.

ILLEGAL BAT: A bat that does not meet the requirements of an official bat or warm-up bat.

ILLEGALLY BATTED BALL: Occurs when the batter hits the ball fair or foul and:

- A. When, at the time the bat makes contact with the ball, the entire foot is completely outside the lines of the batter's box and on the ground.
- B. When, at the time the bat makes contact with the ball, any part of the foot is touching home plate.
- C. An illegal, altered or non-approved bat is used.
- D. When, at the time the bat makes contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box.

ILLEGAL PLAYER: A player who takes a position in the line-up, either on offense or defense, who does not have a legal right to the position.

IN FLIGHT: The term used for any batted, thrown or pitched ball which has not yet touched the ground or some object or person other than a fielder.

IN JEOPARDY: A term indicating that the ball is in play and an offensive player may be put out.

INELIGIBLE PLAYER: A player who does not meet the requirements of ASA Code.

RULE 1 - THE DEFINITIONS

INFIELD: That portion of the field in fair territory that includes areas normally covered by infielders.

INFIELDER: A fielder who defends the area of the field around first, second, third or shortstop areas.

INFIELD FLY: A fair fly ball, not including a line drive or an attempted bunt which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs.

INNING: That portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning. **EXCEPTION: Men's Class D Slow Pitch when an over the fence home run is hit.**

INTERFERENCE: The act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

JUNIOR OLYMPIC PLAYER: Any player eligible to participate in the Junior Olympic program. If Junior Olympic players play on an adult team, it is considered playing in an adult league and adult rules will be in effect.

LEAPING: (Fast Pitch) An act by the pitcher when both feet become airborne on the initial move and push from the pitcher's plate.

LINE DRIVE: A batted ball that travels parallel or near the ground through most of its flight.

LINE-UP CARD: The official document listing players and substitutes of a given team.

MANAGER: The team representative that must have control of their team at all times on and off the field.

NON-APPROVED BAT: A bat that does not meet the ASA specifications and is on the current non-approved bat list.

OBSTRUCTION: The act of a defensive team member:

- A. Who hinders or impedes a batter from striking at or hitting a pitched ball.
- B. A fielder, who impedes the progress of a runner or batter-runner who is legally running the bases unless the fielder is:
 - 1. in possession of the ball.
 - 2. in the act of fielding a batted ball.

NOTE: Contact is not necessary to impede the progress of the runner.

OFFENSIVE TEAM: The team at bat.

ON-DECK BATTER: The offensive player who is scheduled to bat next.

ON-DECK CIRCLE: The area nearest their dugout in which the next batter of the offensive team is restricted to before the release of the pitch.

OUTFIELD: That portion of the field in fair territory which is normally covered by outfielders.

OUTFIELDER: A fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play. (This assists in determining positions for co-ed slow pitch play.)

OVER SLIDE: The act of an offensive player when, as a runner, slides beyond or loses contact with a base the player is attempting to reach.

OVERTHROW: Occurs when a thrown ball from a fielder goes

- A. beyond the boundary lines of the playing field (dead ball territory),
- B. or becomes a blocked ball.

PARTICIPANT: A starting player, substitute, manager, coach or other team representative located in the dugout, team area or playing field.

PASSED BALL: A legally delivered pitch that should have been held or controlled by the catcher with ordinary effort.

PIVOT FOOT: (Fast Pitch) That foot which must remain in contact with the pitcher's plate prior to pushing off. (Slow Pitch) The pivot foot is the foot that the pitcher must keep in contact with the pitcher's plate until the ball is released.

PLAY: An attempt by a defensive player to retire a batter-runner or runner. A pitch is not considered a play except as it relates to an appeal.

PLAY BALL: The term used by the plate umpire to indicate that play shall start.

PROTEST: A formal request into the decision of an umpire's rule interpretation.

QUICK PITCH: A pitch made by the pitcher with the obvious attempt to catch the batter off balance.

RUNNER: An offensive player who has reached first base and has not yet been put out.

RULE 1 - THE DEFINITIONS

SACRIFICE FLY: Scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

- A. Caught.
- B. Dropped by any fielder and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

STARTING PLAYER: A player listed on the line-up card that is inspected and approved by the plate umpire.

STEALING: The act of a runner attempting to advance during a pitch:

- A. (Slow Pitch with stealing) Runners can advance once the pitched ball reaches the front edge of home plate.
- B. (Fast Pitch) Runners can advance once the pitched ball leaves the pitcher's hand.

STRIKE ZONE: That space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, between the batter's,

- A. (Fast Pitch) Arm pits and the top of the knees.
- B. (Slow Pitch) Back shoulder and the front knee.

SUBSTITUTE: Any member of a team's roster who is not listed as a starting player, or a starting player who re-enters the game.

TAG: A legal tag is the act of a defensive player in:

- A. Touching a base with any part of the body while holding the ball securely and firmly in the hand or glove or;
- B. Touching the runner or batter-runner with the ball while securely held in the hand or glove.

TIME: The term used by the umpire to order the suspension of play.

TRIPLE PLAY: A play by the defense in which three offensive players are legally put out as a result of continuous action.

TURN AT BAT: Begins when a player first enters the batter's box and continues until the player is substituted for, put out, or becomes a batter-runner while at bat.

WILD PITCH: A legally delivered pitch that the catcher cannot catch or stop and control with ordinary effort.

RULE 2 - THE PLAYING FIELD

Section 1. The playing field is the area within which the ball may be legally played and fielded. There shall be a clear and unobstructed area between the foul lines and within the radius of the prescribed fence distances from home plate.

OFFICIAL DISTANCE TABLE

Adult	Division	Bases	Pitching	Min. Fence	Max. Fence
Fast	Women	60'	43'	200'	250'
Pitch	Men	60'	46'	225'	275'
Mod.	Women	60'	40'	200'	275'
Pitch	Men	60'	46'	265'	300'
Slow	Women	65'	50'	265'	275'
Pitch	Men	65'	50'	300'	315'
	Co-ed	65'	50'	275'	300'
	Major	80'	53'	325'	
Major church or industrial is 65' bases					
16-In.	Women	55'	38'	200'	250'
Pitch	Men	60'	38'	250'	300'
Youth	Division	Bases	Pitching	Min. Fence	Max. Fence
Fast	G10-U-A	60'	35'	175'	225'
Pitch	G12-U-A	60'	40'	200'	225'
	G14-U-A	60'	40'	200'	225'
	G16-U-A	60'	40'	200'	225'
	G18-U-A	60'	40'	200'	225'
	G18-U Gold	60'	43'	200'	225'
	G10-U-B	60'	35'	175'	225'
	G12-U-B	60'	40'	200'	225'
	G14-U-B	60'	46'	200'	225'
	G16-U-B	60'	46'	200'	225'
	G18-U-B	60'	46'	225'	250'
Slow	G10-U-A	60'	40'	175'	200'
Pitch	G12-U-A	60'	46'	175'	200'
	G14-U-A	65'	50'	225'	250'
	G16-U-A	65'	50'	225'	250'
	G18-U-A	65'	50'	225'	250'
	G10-U-B	60'	40'	200'	225'
	G12-U-B	60'	46'	225'	250'
	G14-U-B	65'	50'	275'	300'
	G16-U-B	65'	50'	275'	300'
	G18-U-B	65'	50'	275'	300'

If the base distances or the pitching distance is found to be at the wrong dimensions during the course of the game, correct the error, with no penalty, and continue playing the game. Every effort should be made by the umpire to obtain the correct dimensions.

Section 2. Ground or special rules establishing the limits of the playing field may be established by tournament officials. Any obstruction on fair ground less than the prescribed fence distances from home plate should be clearly marked for the umpire's information. If using a baseball field, the mound should be removed and the backstop distances must meet those prescribed (minimum of 25 feet or a maximum of 30 feet from home plate).

Section 3. For the layout of the diamond, refer to the drawing showing the official dimensions for a softball diamond. This section serves as an example for laying out a diamond with 60-foot bases and a 46-foot pitching distance. To determine the position of home plate, draw a line in the direction desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord, at 46 feet, 60 feet, 84 feet 10 1/4 inches, and at 120 feet. Place the cord (without stretching) along the direction line and place a stake at the 46-foot marker. This will be the front line at the middle of the pitcher's plate. Along the same line, drive a stake at the 84-foot 10 1/4-inch marker. This will be the center of second base. Place the 120-foot marker at the center of second base and, taking hold of the cord at the 60-foot marker, walk to the right of the direction line until the cord is taut and drive a stake at the 60-foot marker. This will be the outside corner of first base and the cord will now form the lines to first and second bases. Again, holding the cord at the 60-foot marker, walk across the field and, in a like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond. To check the diamond, place the home plate end of the cord at the first base stake and the 120-foot marker at third base. The 60-foot marker should now check at home plate and the middle of second base. In the layout of a 65-foot base path diamond, follow the same procedure with the following substitute dimensions: 65 foot, 130 foot, and 91 feet 11 inches. Check all distances with a steel tape whenever possible.

- A. The three-foot line is drawn in foul territory parallel to and three feet from the baseline, starting at a point halfway between home plate and first base.
- B. The batter's on-deck circle is a five-foot circle (2 1/2-foot radius) placed adjacent to the end of the player's bench or dugout area closest to home plate.
- C. There shall be batter's boxes, one on each side of home plate. The front line of the box will be drawn from the center of home plate. The inside lines of the batter's box shall be six inches from home plate.

Batter's Box Table:

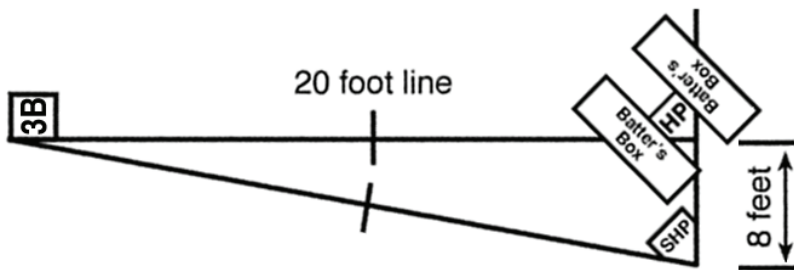
Fast Pitch:	3'W x 7'L
Slow Pitch	4'W x 7'L
16" Slow Pitch	4'W x 8'L

- D. The catcher's box shall be as wide as the two batter's boxes from outside line to outside line, 8.5 feet wide for fast pitch and 10.5 feet wide for Slow Pitch and 16" Slow Pitch.
- E. Each coach's box is behind a line 15 feet long drawn outside the diamond. The line is parallel to and eight feet from the first and third base line, extended from the bases toward home plate.
- F. The pitcher's plate shall be of rubber or wood, 24 inches long and six inches

RULE 2 - THE PLAYING FIELD

wide. The top of the plate shall be level with the ground. The front of the pitcher's plate shall be the prescribed pitching distances from the back point of home plate. It shall be permanently attached to the ground at distances indicated in Rule 2, Section 1. (Fast Pitch) There shall be a 16-foot circle, eight feet in radius, drawn from the center of the pitcher's plate. The lines drawn around the pitcher's plate are considered inside the circle.

- G. Home plate shall be made of rubber or other suitable material. It shall be a five-sided figure, 17 inches wide across the edge facing the pitcher's plate. The sides shall be parallel to the inside lines of the batter's box and shall be 8 1/2 inches long. The sides of the point facing the catcher shall be 12 inches long. (Senior Slow Pitch) The second home plate shall be placed eight feet from the back tip of home plate on an extended line from first base. A line shall be drawn from third base to the second home plate.
- H. The bases, other than home plate, shall be 15 inches square, shall be made of canvas or other suitable material and not more than five inches in thickness. The bases should be properly fastened in position.
 - 1. The double base is shall be used at first base. This base is 15 by 30 inches and made of canvas or other suitable material. Half the base is white (over fair territory) and half is orange or green (over foul territory). It should not be more than five inches in thickness.
 - 2. The double base shall be used at first base in all divisions of play.



- I. The outfield fence height for Regional, area, and National Tournaments, National Championship Finals and The USA Softball Championships must be at least four feet high (at least three feet high if using temporary fencing) and it is suggested that it be eight feet in height.
- J. Regional, Area, and National Championship Final play the minimum lighting level is 30-foot candles.

RULE 3 - EQUIPMENT

PREAMBLE TO RULE 3: Rule 3 governs the equipment to be used in ASA Championship Play. Equipment bearing ASA's approved certification mark(s) should not be construed as a warranty or guarantee that the equipment is safe or will safeguard participants or spectators from injury. Instead, ASA's certification marks merely indicate that the equipment model has been tested and complies with ASA's rules for Championship Play. The primary purpose of Rule 3 and ASA's equipment standards is to promote competitive balance and to preserve the integrity of the sport of amateur softball. The use of ASA approved equipment in Championship Play or otherwise should not be considered a guarantee that participants, spectators or others will be safe or free from injury or harm. There are risks and dangers incidental to the game of softball, including specifically (but not limited to) the danger of being injured by thrown bats, thrown balls, batted balls or other objects.

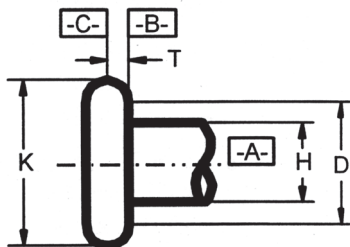
Section 1. OFFICIAL BAT.

- A. **CERTIFIED/APPROVED.** The official bat for ASA Championship Play must meet all the ASA specifications and the requirements of Rule 3, Section 1, and:
1. must bear either the ASA 2000 certification mark or the ASA 2004 certification mark as shown below, and must not be listed on an ASA **Non Approved Bat List**; or



2. must be included on a list of approved bat models published by ASA; or
 3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and, if tested, would comply with the ASA bat performance standards then in effect.
- B. **MARKING.** The official bat shall be marked OFFICIAL SOFTBALL by the manufacturer.
- C. **LENGTH AND WEIGHT.** The official bat shall not be more than 34.0 inches long, nor exceed 38.0 ounces in weight.
- D. **DIAMETER.** The official bat shall not be more than 2.250 inches in diameter at its largest part, which includes any tolerance for expansion of the bat.
- E. **SHAPE.** The official bat shall be round within 0.050 inches in diameter, and the bat handle must be round or oblong and may be angular.
- F. **SURFACE.** The official bat shall be smooth with a maximum surface roughness of 250 micro inches. It shall be free of burrs and visible cracks, and shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener

- that would present a hazard.
- G. **BARREL END.** If not constructed of wood, and not made of one-piece construction with the barrel end closed, the barrel end shall have a rubber or vinyl plastic or other approved material insert, or end cap at the large end of the bat. The insert of end cap shall be firmly secured and permanently affixed so that it can not be removed by anyone other than the manufacturer without damaging or destroying the end cap.
- H. **SAFETY GRIP.** The official bat shall have a safety grip of cork, tape (no smooth plastic tape) or composition material. The Safety Grip shall not be less than 10.0 inches long, and shall not extend more than 15.0 inches from the small/knob end of the bat. The Safety Grip may be a molded finger-formed grip as long as it is permanently attached to the bat or attached to the bat with safety tape. Resin, pine tar or spray substances are permissible on the Safety Grip only. Any tape applied to the Safety Grip must be continuously spiral, but does not have to be a solid layer of tape. The Safety Grip may not exceed two layers of tape. A bat having a "flare" or "cone" grip attached will be considered an Altered Bat.
- I. **SAFETY KNOB.** The official bat shall have a Safety Knob of circular or oblong cross section concentric to the bat handle that complies with this rule. The Knob may be molded, lathed, welded, or permanently fastened to the bat, and may be taped as long as there is no violation of this section. The distance from the Safety Grip to the apex of the Knob, shown as (T) in the diagram Shall not exceed 0.3750 inches. The diameter of the Knob (K) shall be at least 0.5 inches greater than the bat handle diameter including the Grip (H). The center line of the Knob (C) shall be perpendicular to the center line of the bat (A). The diameter of the flat region of the Knob adjacent to the Grip (D) shall be at least 0.1250 inches greater than the bat Handle diameter including the Grip (H). The angle of the Flat region of the Knob adjacent to the Grip (B) shall be perpendicular to the center line of the bat (A) within ten (10) degrees.
- J. **ALTERED BAT.** The official bat shall not be an Altered Bat The weight, distribution of weight, and length of the bat as well as all other characteristics of the bat must be permanently fixed at the time of manufacture and may not be altered in any way thereafter, except as otherwise specifically provided for in Rule 3, Section 1, or as specifically approved by the ASA. A "flare" or "cone" grip attached to the bat handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than at the top or bottom for identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat. Laser marking for "ID" purposes is not considered altered. Engraved "ID" marking on the knob end only of a metal bat is not considered altered. Engraved "ID" marking



on the barrel end of a metal bat is considered an altered bat.

- K. **CONSTRUCTION.** The official bat shall be of one-piece construction or a multi-piece permanently assembled bat. NOT APPROVED: two-piece bats, multi-piece bats, bats not sold as a single product, and bats where at least one portion of that bat is intended to be removable by a player from another portion of the bat.

Section 2. WARM-UP BAT.

The warm-up bat should meet the following requirements to be approved:

- Stamped with 1/4 inch letters WB on either end of the bat or marked in one-inch letters the words WARM-UP BAT only on the barrel end of the bat.
- The warm-up bat shall comply with the safety grip and the safety knob requirements of the official bat.
- Be of one-piece construction or a one-piece permanently assembled bat that clearly distinguishes itself as a warm-up bat and is approved by the ASA.
- Shall have a safety knob of a minimum of 1/4 inch protruding at a 90 degree angle from the handle. It may be molded, lathed, welded or permanently fastened.
- Only approved attachments included on the list published by the ASA can be used on warm-up bats.

Section 3. OFFICIAL SOFTBALL.

- A. **CERTIFIED/APPROVED.** Only softballs which bear an ASA approved certification mark signifying compliance with the Ball COR and Ball Compression limitations then in effect, and which satisfy all other applicable provisions in Rule 3, Section 3, will be allowed for use in ASA Championship Play. The ASA has developed two certification marks for softballs. One mark signifies Ball Compression 300 lbs or less. The other signifies Ball Compression of more than 300 lbs, but less than 375 lbs.

The markings are also distinguishable by color, where red represents a Ball COR of .470 or under, black represents a Ball COR of .440 or under, and blue represents a Ball COR of .400 or under. One of the following must be appropriately and indelibly stamped on each softball allowed for use in ASA Championship Play:



Red Colored Marking & Stamp
Max 300 lbs
Max .47 cor

Black Colored Marking & Stamp
Max 300 lbs
Max .44 cor

Blue Colored Marking & Stamp
Max 300 lbs
Max .40 cor



Red Colored Marking & Stamp
Max 375 lbs
Max .47 cor

Black Colored Marking & Stamp
Max 375 lbs
Max .44 cor

Blue Colored Marking & Stamp
Max 375 lbs
Max .40 cor

RULE 3 - EQUIPMENT

- B. **COVER.** The official softball shall have a cover of leather or synthetic material. The ball shall be regular, smooth-seamed, and smooth-surfaced.
- C. **THE 16-INCH BALL.** The official 16-inch softball shall be at least 16.0 inches in circumference when measured across two seams, and shall weigh at least 9.0 ounces. The 16-inch ball shall have a white cover, white stitches, a Ball COR of .470 or under, and a Ball Compression of 375.0 lbs or under. The 16-inch ball shall be used in the following ASA play: all men's 16-inch slow pitch.
- D. **THE 14-INCH BALL.** The official 14-inch softball shall be at least 14.0 inches in circumference when measured across two seams, and shall weight at least 8.0 ounces.
- E. **THE 12-INCH BALL.** The official 12-inch softball shall be at least 12.0 inches in circumference when measured across two seams, and shall weigh at least 6.750 ounces. The 12-inch ball shall have no fewer than 88 stitches in each cover, sewn by the two needle method, or with an authentic facsimile of stitching as approved by the ASA.
 - 1. **The 12-Inch Fast Pitch Ball.** The white cover or yellow optic cover, red-stitch 12-inch ball (all men's and boys play may have white cover, white stitches) with a Ball COR of .470 or under and a Ball Compression of 375.0 lbs or under shall be used in the following ASA play: men's and women's fast pitch, men's and women's master fast pitch, men's senior fast pitch, and boys and girls **12, 14, 16** and 18-under fast pitch.
 - 2. **The 12-inch Modified Pitch Ball.** The white cover, red-stitch or yellow optic cover, red-stitch 12-inch ball with a Ball COR of .470 or under, and a Ball Compression of 375.0 lbs or under, shall be used in the following ASA play: all modified pitch.
 - 3. **The 12-inch Slow Pitch Ball.** The white cover, red-stitch or yellow optic cover, red-stitch 12-inch ball with a Ball COR of .440 or under, and a Ball Compression of 375.0 lbs or under, shall be used in the following ASA play: men's slow pitch, men's major, co-ed slow pitch (male batters only), men's master's, men's senior's, and boys **14, 16**, and 18-under slow pitch.
- F. **THE 11-INCH BALL.** The official 11-inch softball shall be at least 11.0 inches in circumference. It shall weigh at least 6.0 ounces. The smooth-seamed style shall not have fewer than 80 stitches in each cover, sewn by the two-needle method, or with an authentic facsimile of stitching as approved by the ASA.
 - 1. **The 11-inch Fast Pitch Ball.** The white cover, white stitch or yellow optic cover, red-stitch 11-inch ball (it may be white-stitch for boys fast pitch), with a Ball COR of .470 or under and a Ball Compression of 375.0 lbs or under and shall be used in the following ASA play: boys and girls 10-under fast pitch.
 - 2. **The 11-inch Slow Pitch Ball.** The white cover, red-stitch or yellow optic cover, red-stitch 11-inch ball with a Ball COR of .440 or under, and a Ball Compression of 375.0 lbs or under, shall be used in the following ASA play: women's slow pitch, co-ed slow pitch (women batter's only), women's masters, women's senior's, boys 10-under and 12-under slow pitch and girls **10, 12, 14, 16**, and 18-under slow pitch.
- G. **The 10-inch Ball.** The official 10-inch softball shall be at least 10.0 inches in circumference when measured across two seams, and shall weigh at least 5.50 ounces.

RULE 3 - EQUIPMENT

SOFTBALL COLOR	THREAD COLOR	COVER COLOR	SIZE		WEIGHT	MARKING
10"	white or red	white yellow	at least 10.0 in at least 10.0 in		at least 5.50 oz at least 5.50 oz	
11" FP boys only	white	white	at least 11.0 in at least 11.0 in		at least 6.0 oz at least 6.0 oz	ASA Logo Red Marking
11" FP/SP	red	white or yellow	at least 11.0 in at least 11.0 in		at least 6.0 oz at least 6.0 oz	ASA Logo Red Marking
12"FP men's and boys only	white	white	at least 12.0 in at least 12.0 in		at least 6.750 oz at least 6.750 oz	ASA Logo Red Marking
12" FP/SP	red	white or yellow	at least 12.0 in at least 12.0 in		at least 6.750 oz at least 6.750 oz	ASA Logo Red Marking
14" SP	red	white	at least 14.0 in at least 14.0 in		at least 8.0 oz at least 8.0 oz	
16" SP	white	white	at least 16.0 in at least 16.0 in		at least 9.0 oz at least 9.0 oz	ASA Logo
DIVISION OF PLAY			SIZE	COR	DESCRIPTION	COMPRESSION

FAST PITCH:

Men's and Men's Masters Boys 12, 14, 16, 18-U 12" .470 max White Cover/White Stitch or Yellow Optic Cover/Red Stitch 375.0 lbs max

Women's and Women's Masters Girls 12, 14, 16, 18-U 12" .470 W max White Cover/Yellow Optic Cover Red Stitch Only 375.0 lbs max

Girls 10-U 11" .470 max White Cover/Yellow Optic Cover Red Stitch only 375.0 lbs max

Boys 10-U 11" .470 max White cover/White Stitch or Yellow Optic Cover/Red Stitch 375.0 lbs max

MODIFIED PITCH:

Men's, Women's Modified Pitch 12" .470 max White Cover/Red Stitch or Yellow Optic Cover/Red Stitch 375.0 lbs max

SLOW PITCH:

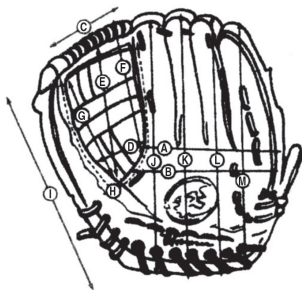
Men's, Co-ed Male, Men's Seniors Men's Master's, Men's Major Boy's 14, 16, 18-U 12" .440 max White Cover/Red Stitch or Yellow Optic Cover/Red Stitch 375.0 lbs max

RULE 3 - EQUIPMENT

DIVISION OF PLAY	SIZE	COR	DESCRIPTION	COMPRESSION
Women's, Co-ed Female, Women's Master's, Women's Seniors, Boy's 10, 12 -U, and Girl's 10, 12, 14, 16, 18-U	11"	.440 max	White Cover/Red Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
16" SLOW PITCH: Men's	16"	.470 max	White Cover/White Stitch	375.0 lbs max

Section 4. GLOVE/MITT. A Glove/Mitt may be worn by any player. The dimensions of any glove/mitt used by any fielder shall not exceed the specifications set forth below (see drawing and specifications). (Fast Pitch) **The Pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used in the game.**

- | | |
|-----------------------------------|------------|
| (a) Palm width (top) | 8 in. |
| (b) Palm width (bottom) | 8 1/2 in. |
| (c) Top opening of web | 5 in. |
| (d) Bottom opening of web | 4 1/2 in. |
| (e) Web top to bottom | 7 1/4 in. |
| (f) 1st finger crotch seam | 7 1/2 in. |
| (g) Thumb crotch seam | 7 1/2 in. |
| (h) Crotch seam | 17 1/2 in. |
| (i) Thumb top to bottom edge | 9 1/4 in. |
| (j) 1st finger top to bottom edge | 14 in. |
| (k) 2nd finger top to bottom edge | 13 1/4 in. |
| (l) 3rd finger top to bottom edge | 12 1/4 in. |
| (m) 4th finger top to bottom edge | 11 in. |



Section 5. CATCHER'S EQUIPMENT, FACE MASK/GUARDS, AND HELMETS.

- A. **CATCHER MASKS:** (Adult Fast Pitch) Catchers must wear masks with throat protectors. An extended wire protector may be worn in lieu of an attached throat protector. Helmets are optional, and if worn any style is approved. FP catchers cannot wear the plastic face mask/guard.
 - B. **CATCHER MASKS:** (Junior Olympic Slow Pitch) Catchers must wear an approved batter's helmet with ear flaps, the catcher's helmet and mask, or an approved plastic face mask/guard with catcher's helmet. The throat protector is optional on the catcher's mask.
 - C. **CATCHER MASKS:** (Junior Olympic Fast Pitch) Catchers must wear a mask with throat protector, approved helmet with ear flaps, shin guards which offer protection to the knee caps and body protector. An extended wire protector may be worn in lieu of an attached throat protector. Any player warming up a Junior Olympic pitcher must wear a mask with throat protector and approved helmet with ear flaps. FP catchers cannot wear the plastic face mask/guard.
- NOTE:** (Sections A-B-C) The ice hockey goalie style face mask is approved for use by catchers. If the umpire feels that there is not adequate throat protection built onto the mask, a throat attachment must be added to the mask before using.

- D. **FACE MASK/GUARDS.** Any defensive player or offensive player may wear a face mask/guard.

EXCEPTION: Fast pitch catchers cannot wear the plastic face mask/guard. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited.

NOTE: A NOCSAE approved mask is only compatible with certain NOCSAE approved helmets. Failure to ensure proper compatibility may create unsafe conditions and may affect any manufacturer's product liability obligation. Contact the manufacturer or supplier of the helmet and the mask to ensure proper compatibility and approval of your specific mask-helmet combination.

- E. **HELMETS.**

OFFENSE. All adult fast pitch, modified pitch and all Junior Olympic offensive players, including the on-deck batter, and Junior Olympic players acting as coaches in the coach's box, must properly wear double ear flap NOCSAE approved batting helmets. All Junior Olympic batting helmets shall be equipped with chin straps. All Junior Olympic Fast Pitch batting helmets shall be equipped with a securely fastened NOCSAE approved face mask/guard. Batting helmets that are broken, cracked, dented, or that have been illegally altered are prohibited from use.

NOTE: A NOCSAE approved mask is only compatible with certain NOCSAE approved helmets. Failure to ensure proper compatibility may create unsafe conditions and may affect any manufacturer's product liability obligation. Contact the manufacturer or supplier of the helmet and the mask to ensure proper compatibility and approval of your specific mask-helmet combination.

EFFECT: Failure to wear the batting helmet when ordered to do so by the umpire shall cause the player to be removed from the game. Wearing the helmet improperly or removing the helmet during a live ball play and judged by the umpire to be a deliberate act shall cause the violator to be declared out immediately. The ball remains live. Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

DEFENSE. Any defensive player may wear a helmet, with or without ear flaps, of similar color as the team caps. It must have a bill.

EXCEPTION: Hockey style face mask.

Section 6. UNIFORM.

All players on a team shall properly wear uniforms that are like in color and style. Sleeves or straps of the uniform top may be adjusted, with or without tie-ups, to the comfort of the players, provided uniform numbers remain visible. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play.

Coaches, players and team representative shall not display the names and/or logos of any other softball association on their uniforms.

- A. **HEADWEAR.**
 1. (Fast Pitch Male) Ball caps are mandatory, must be alike, and worn properly.
 2. (Female Fast Pitch and all Slow Pitch) Ball caps, visors and headbands are optional for players. If worn, they may be mixed, but must be worn properly. If one type or more than one type is worn, they all must be of the same color. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck. Plastic visors are not allowed.
- B. **PANTS/SLIDING PANTS.** All players' pants may be long, short, or mixed in style, as long as they are like in color. Players may wear a solid-colored pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be like in color and style. No player may wear ragged, frayed or slit legs on exposed sliding pants.
- C. **UNDERSHIRTS.** Players may wear a solid-colored undershirt. It is not mandatory that all players wear an undershirt, but if more than one player wears one, they must be like in color and style. No player may wear ragged, frayed or slit sleeves on exposed undershirts.
- D. **NUMBERS.** An Arabic whole number (0-99) of contrasting color, or **outlined in contrasting color**, at least six inches high must be worn and visible on the back of all uniform shirts. No players on the same team may wear identical numbers. Players without numbers will not be permitted to play. There is no penalty for a player wearing a wrong number or a duplicate number. Correct the number in the score book or have the player(s) change jerseys in case of duplication, and continue play.
- E. **CASTS/PROSTHESES.** All casts and splints must be padded. Prostheses may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire to be potentially dangerous is illegal. Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.
- F. **JEWELRY.** Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
- G. **SHOES.** Must be worn by all players. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. Ordinary metal sole or heel plates may be used if the spikes on the plates do not extend more than 3/4 of an inch from the sole or heel of the shoe. Shoes with round metal spikes are illegal. No shoes with detachable cleats that screw ON are allowed; however, shoes with detachable cleats that screw INTO the shoe are allowed.
EXCEPTION: All Junior Olympic Fast and Slow Pitch, Co-ed Slow Pitch, and Senior Slow Pitch Play: No metal spikes nor hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.

Section 7. ALL EQUIPMENT.

Notwithstanding the foregoing, the ASA reserves the right to withhold or withdraw approval of any equipment which, in the ASA's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of the player's equipment rather than the player's individual skill.

NOTE: The characteristics of any approved equipment cannot be changed. One example would be icing, cooling, or heating equipment.

Section 1. PLAYERS.

- A. A team must have the required number of players present in the dugout or team area to start or continue a game. Players listed in the starting line-up and not available at game time may be substituted for and re-entered later in the same spot in the batting order.
 - 1. Line-up cards are to be completed and submitted to the official scorer and umpire at the start of each game. A starting player shall be official when the line-up is inspected and approved by the plate umpire and team manager at the pre-game meeting. The line-up shall contain the first and last name, defensive position and uniform number of each player. If a wrong number is on the line-up, correct it and continue playing with no penalty. All available substitutes should be listed in the designated place by their last name, first name and uniform number.
 - 2. Eligible roster members may be added to the available substitute list at any time during the game.
- B. Male rosters shall include only male players and female rosters shall include only female players.
- C. A team shall consist of players in the following positions:
 - 1. Fast Pitch.
 - a. Fast Pitch with Nine players: pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), center fielder (F8) and right fielder (F9).
 - b. Fast Pitch with Designated Player (DP): Ten Players with nine batting
 - 2. Modified Pitch:
 - a. Nine man as follows; pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), center fielder (F8) and right fielder (F9).
 - b. Nine Player with Designated Player (DP): Ten Players with nine batting
 - c. Ten Player Modified as follows; pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).
 - d. Ten Player Modified with Designated Player (DP) 11 players with 10 batting.
 - 3. Slow Pitch.
 - a. Ten players as follows: pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).
 - b. Ten Players with Extra Player (EP) 11 players with only 10 playing defense.
 - c. Senior Slow Pitch (50-55-60) Ten defensive players and 1 or 2 Extra players (EP) or has the option of having all their players in the batting order. NOTE: The shorthanded rule applies that the game can

- d. continue with one less than is in the batting order. Senior Slow Pitch (65-70-75) 11 defensive players (F11) and 1 or 2 Extra Players (EP) **or have the option of having all their players bat. NOTE: The shorthanded rule applies that the game can continue with one less than is in the batting order.**
- e. Co-ed 10 players five male and five females, pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10). They must have two males and two females in both the infield and the outfield and one male and one female as pitcher and catcher.
- f. Co-ed with Extra Player (EP) Twelve players: six male and six females as in Ten players with 2 Extra Players (EPs) who bat.

D. SHORTHANDED RULE.

1. To start a game:
 - a. A game may begin or finish with one less than required to start.
 - b. The vacant position must be listed last in the batting order.
 - c. An out will be recorded when the vacant position in the batting order is scheduled to bat.
 - d. (Co-ed Slow Pitch) If a team plays shorthanded with either three in the infield or outfield, at least one of the three must be a male and at least one of the three must be a female player.
2. To continue a game once started with a full team listed on the line-up card:
 - a. If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than nine (slow pitch) or eight (fast pitch).
 - b. If playing shorthanded, and a substitute arrives, the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason, that player becomes ineligible for the remainder of the game.
 - c. CO-ED If another player of the correct sex arrives, that player must be inserted into the line-up in the vacant spot by alternating sexes.
 - d. If the player leaving the game is a runner or batter, the runner or batter shall be declared out.
 - e. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. An inning or the game can end with an automatic out.
 - f. The player who has left the game cannot return to the line-up.
 - g. CO-ED The batting order must still alternate and the defensive positioning remains as required. Rule 4, Section 1C, Rule 7, Section 2D

EXCEPTION: A player who has left the game under the blood rule may return even after missing a turn at bat.

EFFECT - Failure to have the required number of eligible players to start or continue a game will result in a forfeit.

Section 2. AMERICAN DISABILITY ACT RULE

- A. This rule may be used for a physically challenged player as determined by the American Disabilities Act of July 25, 1990. As a result of the player's disability, the player can play either offense or defense.
- B. Teams using a physically challenged player on either offense or defense only must have 11 players. If the physically challenged player can play both, only 10 players are needed.
- C. When a physically challenged person plays offense only, the team will follow the EP ruling as written. There would be 11 hitters including the ADA player, and only 10 who play defense.
- D. When a physically challenged player plays defense only, they will be listed as the FLEX and placed last in the line-up. The team has the option to bat 10 or 11 players (if the EP is also used). When using a FLEX, it must be made known prior to the start of the game.
- E. If a team starts the game with the FLEX option, the FLEX player can never play offense. If this person for any reason cannot continue to play and the team has no other physically challenged player for a substitute, the EP can now play in his defensive position.
- F. The FLEX position has the same re-entry status as any other starting position as long as the person substituted is also determined to be physically challenged under the ADA program. The original FLEX player may re-enter only in the same spot on the line-up sheet.
- G. (Co-ed) If a FLEX or two FLEX players, one male and/or one female, is used, the name(s) must be inserted at the end of the line-up. The EP or two EP's can be listed anywhere in the first 10 positions.

NOTE: This special rule has been adopted to accommodate the athlete who is physically challenged. The intent is not to change the game and/or not to deprive any player from playing who would normally play, therefore, when using the EP, the normal EP rules will be followed including substitutions and re-entry. If the EP is used in addition to the FLEX, the FLEX must play defense and any of the other 11 players will be eligible to play defense. Only 11 are allowed to bat.

- H. The DP/FLEX rule in fast pitch accommodates the ADA rule.

Section 3. DESIGNATED PLAYER (Fast Pitch)

- A. A designated player (DP) may be used for any player provided it is made known prior to the start of the game and the player's name is indicated on the line-up as one of the nine in the batting order.
- B. The name of the player for whom the DP is batting (FLEX) will be placed in the 10th position in the line-up.
- C. The starting player listed as the DP must remain in the same position in the batting order for the entire game. The DP and the DP's substitute, or the substitute's

replacement, may never play offense at the same time.

- D. The DP may be substituted for at any time, by a pinch-hitter, pinch-runner or the FLEX. If the starting DP is replaced on offense by the FLEX, the DP will leave the game. If replaced by a substitute the DP position remains in the line-up. A starting DP may re-enter one time, as long as the DP returns to the original position in the batting order.
 1. If replaced by the FLEX, this reduces the number of players from 10 to nine. If the DP does not re-enter, the game may legally end with nine players.
 2. If the DP re-enters and the FLEX was batting in the DP's position, the FLEX can return to the number 10 position and play defense only or leave the game.
- E. The DP may play any defensive position. Should the DP play defense for a player other than the one for whom the DP is batting (FLEX), that player will continue to bat but not play defense, and is not considered to have left the game. If the DP plays defense for the FLEX, the FLEX is considered to have left the game. This reduces the number of players from 10 to nine. The FLEX can re-enter the game.
- F. The person being batted for (FLEX) may be substituted for at any time, by a legal substitute or the DP for whom the FLEX is playing defense. The FLEX may re-enter the game one time, in the number 10 position or in the DP's position in the batting order.
- G. If returning to the number 10 position, the FLEX will again play defense only but may play any defensive position.
- H. If the FLEX returns to the DP's position, the FLEX will play offense and defense; there will be only nine players in the batting order.
- I. Placing the defensive only player (FLEX) into one of the first nine positions for someone other than the original DP is considered an illegal player. The illegal player shall be disqualified. Rule 4 section 7. The FLEX replacing the DP is not considered a substitution for the FLEX. The DP who has left the game, can re-enter the game.

Section 4. EXTRA PLAYER (Slow Pitch).

- A. An extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the line-up card in the regular batting order. If the EP is used, the EP must be used the entire game. If an EP is used and not listed on the line-up card the following occurs:

EFFECT

1. If the illegal player is discovered while at bat, the legal batter enters and assumes the count, or
2. If discovered while the illegal player is on base and before a pitch has been thrown to the next batter, treat as batting out of order. The person who should have batted is out, and all play as a result of improper batter is nullified, and person not listed in line-up is disqualified from the game, or
3. If discovered while the illegal player is on base and a pitch has been thrown

to the next batter, remove the illegal player from the base, or if the player has scored, nullify the run, and disqualify the player from the game.

- B. The EP must remain in the same position in the batting order for the entire game.
- C. If an EP is used, all 11 on the starting line-up must bat and any 10 of those 11 may play defense.
- D. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter.
- E. If the EP's are used in co-ed, all 12 must bat and any 10, (five male and five female), may play defense. Defensive positions may be changed as long as the co-ed positioning is followed. The batting order must remain the same throughout the game.
- F. (Senior). One or two extra players may be designated at any place in the batting order. The EP(s) may enter a game on defense at any time, but the batting order must remain the same throughout the game.

Section 5. RE-ENTRY.

- A. Any player, may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the line-up.
- B. The starting player and their substitute may not be in the line-up at the same time.
- C. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.

EFFECT - Section 5 A-C: Violation of the re-entry rule is considered an illegal player. The illegal player shall be disqualified. Rule 4, Section 6 G4.

Section 6. SUBSTITUTES/ILLEGAL PLAYER.

A substitute may take the place of a player whose name is in his team's batting order. The following regulations govern player substitutions:

- A. The manager or team representative of the team making the substitution shall notify the plate umpire at the time the substitute enters. The plate umpire shall then report the change to the scorer.
- B. A substitute shall be considered officially in the game when reported to the plate umpire.

EFFECT: If not reported it is treated the same as an illegal player.

- C. A Substitute who enters the game without reporting is considered an unreported substitute:
 - 1. After a pitch, legal or illegal, or a play made;

EFFECT: Player is disqualified and all action stands
 - 2. Offending team informs the umpire prior to a protest by the offended team;

EFFECT: No Violation regardless of how long the player or players were in the game. All action stands.
 - 3. An unreported substitute bats and reaches first base safely and is discovered BEFORE the next pitch, legal or illegal or at the end of game and before the umpires have left the field of play;

EFFECT: All runners will return to the last base occupied prior to the bat-

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

ted ball. The unreported substitute is disqualified and called out. All other outs that occur on this play stand.

4. An unreported substitute is discovered after completing their turn at bat and AFTER the next pitch, legal or illegal, or before the defense has left the field and before the umpires have left the field of play;

EFFECT: The unreported substitute is disqualified. If on base a legal substitute takes their position on base. All advancement of runner(s) as a result of the play is legal. If no legal substitute is available an out is recorded.

5. An unreported substitute in the game as a runner and is brought to the attention of the umpire BEFORE a pitch, legal or illegal, or a play made;
- EFFECT:** No penalty. Replace the unreported substitute with the correct player or enter them as a legal substitute.

6. An unreported substitute as a runner and is protested AFTER a pitch, legal or illegal, or a play made;

EFFECT: The runner is disqualified and replaced on base. Any advance of the runners is legal. If no substitute is available an out is recorded.

7. An unreported substitute on defense and is protested by the offense BEFORE a pitch, legal or illegal:

EFFECT: No penalty. Replace with the correct player or enter them as a legal substitute.

8. An unreported substitute on defense MAKES A PLAY and is protested BEFORE the next pitch, legal or illegal, before the defense has left the field, and before the umpires have left the field of play;

EFFECT: The unreported substitute is disqualified and the offensive team has the option to:

- a. Take the result of the play
- b. Have the last batter returned to bat and assume the ball and strike count. All runners return to the last base occupied prior to the play.

9. An unreported substitute on defense is protested AFTER a pitch, legal or illegal, to the next batter;

EFFECT: The unreported substitute is disqualified and all play stands.

NOTE:

- a. If the team in violation has no legal substitutes to replace the player disqualified, it is treated the same as the shorthanded rule. Rule 4, section 1 D (2)

- b. If the substitute is an illegal player for any reason, the substitute will be subject to the penalty for that violation.

- D. The pitcher is not required to pitch until the first batter faced completes their time at bat or the side has been retired.

- E. If an injury to a batter-runner or runner prevents them from proceeding to an awarded base, and the ball is dead, the batter-runner may be substituted for. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch any awarded or missed base(s) not previously touched. This is not a courtesy runner, but a legal substitute.

- F. A player will not violate the illegal player rule until a pitch, legal or illegal, or a

play made. The use of an illegal player is handled as a protest by the offended team while the player is in the game.

EFFECT: Once the umpire has been informed, in all cases the illegal player shall be disqualified, and can be legally replaced either by a substitute or a starter who re-enters the game.

G. Illegal Players Include:

1. **ILLEGAL PITCHER.** An illegal pitcher is a player who returns to pitch after being removed from the pitching position by the umpire,
EFFECT: Once discovered, the illegal pitcher shall be disqualified and all play stands.
2. **ILLEGAL BATTER.** (Fast Pitch) Placing the "FLEX" player into one of the first nine positions in the batting order for someone other than the original DP.
3. **ILLEGAL RUNNER.** An illegal runner occurs when:
 - a. Placing an offensive player in the line-up as a runner for another offensive player.
EXCEPTION: Senior Slow Pitch, Men's Masters 40-OSP/45-OSP, Senior or Master Fast Pitch (pitcher and catcher only), and in the tie-breaker rule (Rule 5 Section 11)
 - b. (Fast Pitch) Placing the FLEX in the line-up as a runner for someone other than the starting DP.
 - c. (Boys and Girls JO Fast Pitch) Not reporting a courtesy runner or using an illegal courtesy runner.
4. **ILLEGAL RE-ENTRY.** An illegal re-entry occurs when:
 - a. A starting player returns to the game a second time after being substituted for twice.
 - b. A starting player returns to the game, but is not in his original position in the batting order.
 - c. A substitute returns to the game after being replaced twice.

EFFECT – Any infraction of sections G2-4 that occurs are governed by the Unreported Substitute rule, Rule 4 Section 6 A-C1-9.

Section 7. COACH.

- A. A coach is responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team. A player may be designated as a coach in the event the coach is absent or that player is acting as a player/coach.
- B. Coaches must be neatly attired or dressed in the team uniform. If a coach wears a hat/cap, it must be approved head wear.
EFFECT: The coach(s) cannot be on the playing field to coach their team.
- C. A base coach is an eligible team member or coach of the team at bat who occupies the coach's box at first or third, to direct the batter or runner.
 1. One coach can have, in possession in the coach's box, a score book (electronic or paper), pen, pencil, or electronic marker and an indicator all of which shall be used for scorekeeping or record keeping purposes only.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

2. A base coach shall stay within the confines of these boxes with both feet.
 - a. A coach may leave the coach's box to signal the runner to slide, advance or return to a base or move out of a fielder's way as long as the coach does not intentionally interfere with the play.
 - b. A coach may not leave the coach's box to give verbal communications or signals to the batter.

EFFECT: After a warning, an offensive conference will be charged.

3. Base coaches may not use language that will reflect negatively upon players, umpires or spectators.
4. A base coach may address only their team members.
5. No communication equipment to include cell phones, pagers, etc., are allowed to be worn or carried on the playing field.

EFFECT: Disqualification or ejection from the game after a warning.

Section 8. DISQUALIFIED OR EJECTED PARTICIPANT.

- A. A disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager.

EFFECT: If found playing, the game is forfeited.

- B. An ejected participant must leave the grounds and have no contact with the umpires or participants in the game.

EFFECT: The Game is forfeited.

- C. Any arguing on the judgment of balls and strikes will constitute a team warning.

EFFECT: Any repeat offense shall result in the ejection of that team member.

- D. If a player is disqualified a team can play shorthanded, however if a player is ejected and the team does not have enough players, play can not continue.

EFFECT: The game is forfeited.

Section 9. BLOOD RULE.

A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- A. Stop the game and immediately call a coach, trainer or other authorized person to the injured player and allow treatment.
- B. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.

Section 10. INJURED PLAYER.

During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL".

EFFECT: Award any bases that would have been reached.

Section 1. HOME TEAM.

The team designated as home team shall bat last in the inning.

Section 2. FITNESS OF THE GROUND.

The fitness of the ground for a game shall be decided solely by the plate umpire.

Section 3. REGULATION GAME.

- A. A regulation game shall consist of seven innings. A full seven innings need not be played if the team second at bat scores more runs in six and one-half innings and/or before the third out in the last of the seventh inning, or the run ahead rule is applied.
- B. A game that is tied at the end of seven innings shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.
- C. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril.
- D. Games that are not considered regulation shall be resumed at the exact point where they were stopped.
- E. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
- F. Games that are regulation tie games shall be resumed at the exact point where they were stopped.

Section 4. FORFEITED GAMES.

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or to hasten the game.
- F. If, after warning by the umpire, any one of the rules of the game are willfully violated.
- G. If the order for the ejection of a player, manager or coach is not obeyed within one minute.
- H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.

- I. If an ejected participant is discovered participating, or has contact with the umpires or other participants in the game.
- J. If a team is playing one player short and another player becomes injured or ill, leaving the team with two less players than the required number.
- K. Once a game has been forfeited, the forfeit cannot be changed.

Section 5. SCORING OF RUNS.

- A. One run shall be scored each time a runner
 - 1. touches first, second, third bases and home plate.
 - 2. When using the tie breaker rule, a runner starting at second base, touches third base and home plate.

EXCEPTION: Women's Open, Co-Ed Major and Men's "A" Slow Pitch.

- B. No run shall be scored if the third out of the inning is the result of:
 - 1. A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
 - 2. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
 - 3. A preceding runner is declared out on an appeal play.
- B. No run shall be scored if a "fourth out" is the result of an appeal of a base missed or left to soon on a runner who has scored.

Section 6. GAME WINNER.

The winner of the game shall be the team that scores more runs in a regulation game.

- A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- B. The score of a regulation tie game shall be the tie score when the game was terminated. Rule 5, Section 3F.
- C. The score of a forfeited game shall be seven to zero in favor of the team not at fault.

Section 7. CONFERENCES.

- A. **Offensive Conference.** There shall be only one charged conference between a team representative(s) and the batter, another team representative, and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning.
EFFECT: Ejection of the manager or team representative who insists on another charged conference.
- B. **Defensive Conference.** There shall be only three charged conference(s) between the manager or other team representative from the dugout with any defensive player(s) in a seven inning game. For every inning beyond seven, there shall be one charged conference per inning between the manager or

other team representative from the dugout with any defensive player(s).

EFFECT: The fourth, and each additional, charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

Section 8. HOME RUN RULE

- A. (Men's, Men's Master, and Co-ed Slow Pitch) A limit of over-the-fence home runs will be used in all men's, men's masters, and co-ed slow pitch divisions. The following limitations are per team per game:

1. Eight (8) Class A
2. Six (6) Industrial and Major Co-ed
3. **Four (4)** **Class B and Church, Masters 35-over, 40-over, and 45-over**
4. Three (3) Class A Co-ed
5. Two (2) Class C
6. Zero (0) Class D and Class B Co-ed

EFFECT: For any in excess, the ball is dead, the batter is out, and no runners can advance. **In Men's Class D an over the fence home run will also be an inning ending out.**

NOTE:

- a. Any fair fly ball touched by a defensive player that clears or has cleared over the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.
- b. A home run will be charged for any ball hit over the fence whether runs score or not.
- c. Both male and female home runs count toward the Co-ed limit.

- B. **(Men's Senior Divisions)** The following limitations are per team per game:

SENIORS 50-55-60-65:

1. Nine (9) plus "one-up" Major Plus
2. Six (6) plus "one-up" Major
3. Three (3) AAA
4. One (1) AA

SENIORS 70 & 75:

1. Six (6) Major
2. Three (3) A

EFFECT: For any in excess, the ball is dead, the batter is out, and no runners can advance.

NOTE:

- a. One-up Ruling: If both teams have reached the limit of home runs, either team is allowed to hit an additional home run, to go one home run ahead of the opposing team. (Example: With a six home run limit, the home team hits their sixth home run in the 2nd inning. The

RULE 5 - THE GAME

visiting team can then hit a total of seven home runs, and do so in the top of the 3rd inning. In the bottom of the 3rd, the home team could then hit two more home runs to go “one-up” again, with a total of eight. This can continue throughout the game until the bottom of the 7th inning.) The home team can only equal the number of home runs by the visitors (in excess of six) in this inning. If neither team has hit six home runs by the bottom of 7th, the home team can hit their sixth.

Section 9. RUN AHEAD RULE

- A. A run ahead rule must be used at all National Tournaments.
 - 1. Fast Pitch – 15 after three innings or 8 after five innings.
 - 2. Modified Pitch - 10 after five innings.
 - 3. Slow Pitch - 20 after four innings or 12 after five innings.
 - 4. Sixteen-Inch Slow Pitch – 12 after four innings and 10 after five innings.
- B. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

Section 10. TIME LIMIT RULE (Code Article 510 O)

When the time limit rule is in effect, time begins with the first pitch. If the game is tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning and play shall continue until a winner is determined. The time limit rule is as follows:

- A) In Junior Olympic 10-Under Class A and 10-Under Class B Fast Pitch pool play, **the time limit will be one hour and fifteen minutes, finish the inning and play one more inning, if it is not a complete game.**
- B) In Junior Olympic 10-Under Class A and 10-Under Class B Fast Pitch elimination play, no inning shall start after 1 hour and 40 minutes.
- C) In all Junior Olympic Class A 12-Under, 14-Under, 16-Under and 18-Under; Class B 12-Under, 14-Under, 16-Under and 18-Under; and Gold pool play; no inning shall start after 1 hour and 40 minutes.
- D) In all Junior Olympic Class B 12-Under, 14-Under, 16-Under and 18-Under elimination play; no inning shall start after 1 hour and 40 minutes.

EXCEPTION: In all Junior Olympic Class B 12-Under, 14-Under, 16-Under and 18-Under elimination play there will be no time limit for the upper and lower bracket final games, and the championship and the ‘if necessary’ games.

Section 11. TIE-BREAKER RULE (Code Article 510 N).

(Women and Junior Olympic Girls Fast Pitch) If, after the completion of seven (7) innings of play (or 1 hour and 40 minutes in JO pool play), the score is tied, the following tie-breaker rule will be played to determine a winning team.

- A. Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner). Rule 11, Section 10.
- B. If a team is in the tie-breaker and the absent player is the one who should begin the half inning at second base, do not declare an out. Instead, place on second base the player whose name precedes the absent player's name in the line-up.
- C. (Men's Senior Slow Pitch) Use the tie-breaker rule after completion of seven innings.

Section 12. DUGOUT CONDUCT.

Coaches, players, substitutes, or other bench personnel shall not be outside the designated bench, dugout/team area except when the rule allows or justified by the umpire.

EFFECT: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

Section 1. PRELIMINARIES.

Before starting the delivery (pitch), the pitcher shall comply with the following:

- A. The pitcher may not take the pitching position on the pitcher's plate without possession of the ball.
- B. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- C. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases.
 - 1. (Male) The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.
 - 2. (Female) The pitcher shall take a position with both feet in contact with the pitcher's plate.
- D. While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand.
- E. The pitcher shall bring the hands together for not less than one second and not more than 10 seconds before releasing it.
 - 1. (Male) If the pitcher decides to pitch with the non-pivot foot to the rear and off the pitching plate, a backward step may be taken before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitching plate at all times prior to the forward step.
 - 2. (Female) Both feet must remain in contact with the pitching plate at all times prior to the forward step.

Section 2. STARTING THE PITCH.

The pitch starts when one hand is taken off the ball after the hands have been placed together.

Section 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after bringing the hands together, the pitcher removes one hand from the ball, and returns the ball to both hands.
- C. The pitcher must not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.
- E. The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow.
- F. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.**
- G. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.

- H. (Men's Fast Pitch) **In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward toward the batter.** It is not a step if the pitcher slides the pivot foot across the pitcher's plate toward the batter, or if the pivot foot turns or slides in order to push off the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
- I. (Women's and all JO play) In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate toward the batter, or if the pivot foot turns or slides in order to push off the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
- J. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- K. (Women's and all JO Play) Pushing off and dragging the pivot foot in contact with the ground is required. If a hole has been created, the pivot foot may drag no higher than the level plane of the ground.
- L. (Men's) Pushing off and dragging the pivot foot in contact with the ground, or if both feet are in the air, having the toes of the pivot foot in the downward direction is required.
- M. The pitcher must not make another revolution after releasing the ball.
- N. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- O. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball."

Section 4. INTENTIONAL WALK.

If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

Section 5. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.

EFFECT: The offending player shall be ejected from the game.

Section 6. FOREIGN SUBSTANCE/PROTECTIVE WRAPS.

- A. A defensive player shall not at any time during the game be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin in the

glove and then placing the ball in the glove is an illegal act. Resin must be kept on the ground behind the pitcher's plate. A pitcher who licks their fingers must wipe the fingers off before bringing them in contact with the ball.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

- B. A pitcher shall not wear any item on the pitching hand, wrist, forearm, elbow or thighs, which may, in the umpire's judgment, be distracting to the batter. Batting gloves may not be worn on the pitching hand.

Section 7. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitch is released.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout, a put out or an attempted put out made by the catcher.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

Section 8. THROWING TO A BASE.

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. The pitcher may move back from the pitching position by stepping back off the pitcher's plate prior to separating their hands. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT - Sections 1-5, 7, 8:

- A. Any infraction of Sections 1-5, 7, 8 is an illegal pitch.
- B. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched a base.
- C. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter and advancing all runners one base.
- D. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runners are awarded one base.

Section 9. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, or other umpire responsibilities. A pitcher returning to pitch in the same half inning will

not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 10. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.
- C. A runner is called out for leaving a base prior to the pitcher releasing the ball.
- D. If a pitch is delivered before a runner has retouched their base after being legitimately off that base.
- E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 10 A-E: The ball is dead, and all subsequent action on that pitch is canceled.

Section 11. DROPPED BALL.

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain live and the runner(s) may advance at their own risk.

Section 1. PRELIMINARIES.

Before starting the delivery (pitch), the pitcher shall comply with the following:

- A. The pitcher may not take the pitching position on the pitcher's plate without possession of the ball.
- B. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- C. The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases.
- D. While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand.
- E. The pitcher shall hold the ball in both hands for not less than one second and not more than 10 seconds before releasing it, and both feet must remain in contact with the pitching plate at all times prior to the forward step.

Section 2. STARTING THE PITCH.

The pitch starts when one hand is taken off the ball after the hands have been placed together.

Section 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after bringing the hands together in the pitching position, the pitcher removes one hand from the ball and returns the ball to both hands.
- C. The pitcher shall not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher may take the ball behind the back on the back swing.
- E. The pitcher must not use a windmill or slingshot-type pitch or make a complete revolution in the delivery.
- F. Position of the ball:
 1. (9 Player Major/A) No restriction on the back swing or on the downward motion and during the complete delivery.
 2. (10-Player) The ball must not be outside the pitcher's wrist on the back swing, at the top of the back swing, on the downward motion, or during the complete delivery.
- G. The delivery must be an underhand motion with the hand below the hip and the pitcher's palm may be pointing downward.
- H. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.**
- I. Arm, shoulder, hip:
 1. (9 Player Major/A) No restrictions on the arm. The shoulders and driving hip must be squared to home plate when the ball is released.
 2. (10-Player) On the forward swing of the pitching arm, the elbow must be

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

locked at the point of release, and the shoulders and driving hip must be squared to home plate when the ball is released.

- J. The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
- K. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate.
 - 1. (9 Player Major) The pivot foot must drag and not lose contact with the ground. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
 - 2. (9 Player A/ 10Player) The stepping foot must be pointed toward home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
- L. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- M. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- N. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".



Section 4. INTENTIONAL WALK.

If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

Section 5. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.

EFFECT: The offending player shall be ejected from the game.

Section 6. FOREIGN SUBSTANCE.

- A. Any defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin in the glove and then placing the ball in the glove is an illegal act. Resin must be kept

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

on the ground behind the pitcher's plate. A pitcher who licks their fingers, must wipe them off before bringing them in contact with the ball.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

- B. The pitcher shall not wear any item on the pitching hand, wrist, forearm, elbow or thighs, which may, in the umpire's judgment, be distracting to the batter. Batting gloves may not be worn on the pitching hand.

Section 7. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitch is released.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout, put out or an attempted put out made by the catcher.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

Section 8. THROWING TO A BASE.

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. The pitcher may move back from the pitching position by stepping backwards off the pitcher's plate prior to separating hands. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT - Sections 1-5, 7, 8:

- A. Any infraction of Sections 1-5, 7, 8 is an illegal pitch.
- B. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched the base.
- C. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners one base.
- D. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runner(s) are awarded one base.

Section 9. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, and other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number

of times a player can return to the pitching position as long as the player is legally in the game.

Section 10. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.
- C. A runner is called out for leaving a base prior to the pitcher releasing the pitch.
- D. A pitch is delivered before a runner has returned to the base after being legitimately off that base.
- E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive for the purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 10 A-E: The ball is dead, and all subsequent action on that pitch is canceled.

Section 11. DROPPED BALL.

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain live and the runners may advance at their own risk.

Section 1. PRELIMINARIES.

- A. The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.
EFFECT: Delayed Dead Ball, Illegal Pitch
- B. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
EFFECT: Delayed Dead Ball, Illegal Pitch
- C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
EFFECT: Delayed Dead Ball, Illegal Pitch
- D. The pitcher must not simulate a legal pitch while not in contact with the pitcher's plate.
EFFECT: A dead ball should be called, an illegal pitch ruled, a warning is issued, and repeated action would result in the pitcher ruled illegal, and removed from the pitching position.

Section 2. STARTING THE PITCH.

The pitch starts when the pitcher makes any motion with the ball after the required stop. While on the pitching plate prior to the required stop, any motion may be used.

Section 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The delivery is a continuous motion.
- C. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
- D. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhand motion. The palm of the hand may be over or under the ball.
- E. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it may be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- F. The pitcher must not pitch the ball behind the back or through the legs.
- G. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.
- H. The ball must be delivered with perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
- I. The pitcher must not continue any pitching motion after the ball is released.
- J. The pitcher has 10 seconds to release the next pitch after receiving the ball,

or after the umpire indicates "play ball".

- K. The pitcher shall not deliver a pitch from the glove.

Section 4. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all available players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.

EFFECT: The offending player shall be ejected from the game.

Section 5. FOREIGN SUBSTANCE.

Any defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves may not be worn on the pitching hand.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

Section 6. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground, plate, batter, or reaches the catcher's box.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

EFFECT 6-B: An additional ball is awarded to the batter.

Section 7. QUICK PITCH.

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

EFFECT -Sections 2-4, 7:

- A. Any infraction of Sections 2-4,7 is an illegal pitch.
- B. If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.
- C. If the batter does not swing, a ball shall be called on the batter.

Section 8. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, and other

RULE 6 - PITCHING REGULATIONS (SLOW PITCH)

umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 9. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. A runner is called out for leaving a base before the pitched ball reaches home plate, is batted, or touches the ground before reaching home plate.
- C. A pitch is delivered before a runner has retouched their base after being legitimately off that base.
- D. The ball slips from the pitcher's hand during the delivery or during the back swing.
- E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT Section 9 A-E: The ball is dead, and all subsequent action on that pitch is canceled.

Section 1. PRELIMINARIES.

- A. The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. The pitcher's pivot foot must be in contact with the pitcher's plate throughout the delivery.
- B. The pitcher must come to a complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
- C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- D. The pitcher must not make any motion to pitch while not in contact with the pitcher's plate.

EFFECT: A dead ball should be called, an illegal pitch ruled, a warning issued, and repeated action would result in the pitcher ruled illegal, and removed from the pitching position.

- E. While the pitcher is in the pitching position, in the motion for the delivery, or in the act of faking a delivery prior to a hesitation, the pivot foot must be in contact with the pitcher's plate. After a hesitation, the foot may leave the pitcher's plate during an attempted pickoff or a fake throw. When the pitching motion is restarted, the restriction takes effect again.
- F. The pitcher may not take the pitching position on or near the pitcher's plate without possession of the ball.

Section 2. STARTING THE PITCH.

The pitch starts when the pitcher makes any motion with the ball that is part of the delivery after the required stop. While on the pitching plate, prior to the required stop, any motion may be used.

Section 3. LEGAL DELIVERY.

- A. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward, back, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- B. The pitcher must not pitch the ball behind the back or through the legs.
- C. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire.

EFFECT: The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.

- D. The ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
- E. The pitcher must not continue their motion after releasing the ball.
- F. The pitcher shall not attempt a pick off after the second hesitation.

EFFECT: Illegal pitch and the ball is dead.

- G. The pitcher must not commit a third hesitation before the mandatory delivery of a pitch, legal or illegal.

Hesitations are defined as:

1. Making any motion to pitch without immediately delivering the ball to the batter.
2. Using a delivery that is not a continuous motion.
3. Using a delivery in which there is a stop or reversal of the pitching motion.
4. Not delivering the ball toward home plate on the first forward swing of the pitching arm past the hip.
 - a. After a hesitation of the pitching motion, and before a restart of the motion, the pitcher may attempt or fake a throw for a pick off with his pivot foot in contact with the pitcher's plate.
 - b. Runners may be off the bases without penalty during the delivery or fake delivery.
 - c. During the pick off attempt by the pitcher, or the catcher following a pitch, each runner must return to the base occupied at the start of the pitch, and before the runner is touched with the ball.
 - d. If the ball is overthrown, runners may not advance.
 - e. If the thrown ball remains in live ball territory, the runners are in jeopardy until they return to their original bases.
- H. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball."
- I. The pitcher shall not deliver a pitch from the glove.

Section 4. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.

EFFECT: The offending player shall be ejected from the game.

Section 5. FOREIGN SUBSTANCE.

Any defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves may not be worn on the pitching hand.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

Section 6. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.

- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.

EFFECT: An additional ball is awarded to the batter.

EXCEPTION: Does not apply when the batter becomes a batter-runner or there are runners on base.

Section 7. QUICK PITCH.

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

EFFECT - Sections 1-4, and 7:

- A. Any infraction of Sections 1-4 and 7 is an illegal pitch.
B. If a batter swings at or contacts any illegal pitch, the illegal pitch is nullified and all play stands.
C. If the batter does not swing, a ball shall be called on the batter. Runners are not advanced.

Section 8. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, and other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 9. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
B. The ball slips from the pitcher's hand during the delivery or during the back swing.
C. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 9 A-C: The ball is dead, and all subsequent action on that pitch is canceled.

Section 1. ON-DECK BATTER.

- A. The on-deck batter shall take a position within the lines of the on-deck circle nearest the offensive team area.
- B. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any detachable piece placed on the bat must be approved by the ASA
- C. The on-deck batter may leave the on-deck circle:
 1. When they become the batter.
 2. To direct runners advancing from third to home plate.
- D. The on-deck batter may not interfere with a defensive player's opportunity to make an out.

EFFECT:

1. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
2. If it is with the defensive fielder fielding a fly ball, the batter is out.

Section 2. BATTING ORDER.

- A. The batting order shall show the names, first and last, in the order in which the players are scheduled to bat.
- B. The batting order delivered to the umpire must be followed throughout the game, unless a player is replaced by:
 1. A substitute who must take the place of the removed player in the batting order, or
 2. (Fast Pitch) when the FLEX bats for the DP who will remain in the batting order spot until returning to the 10th spot in the line-up.
- C. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

EFFECT - Section 2 B-C: Batting out of order is an appeal play that may be made only by the defensive team. The Appeal must be made before the next pitch, legal or illegal, is made to the following batter, or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the team area.

- D. If batting out of order is discovered:
 1. While the incorrect batter is at bat:

EFFECT: The correct batter must take the batter's position and assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal. There is no penalty whether discovered by the offense or defense while the incorrect batter is at bat.
 2. After the incorrect batter has completed a turn at bat and **BEFORE** a legal or illegal pitch to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory:

EFFECT:

- a. The player who should have batted is out.
- b. Any advance of runners and any run scored shall be nullified. All outs made stand.

- c. The next batter is the player whose name follows that of the player called out for failing to bat.
EXCEPTION: If the incorrect batter is called out as a result of their time at bat, and is scheduled to be the proper batter, skip that player and the next person in the line-up will be the batter.
- d. If the batter declared out is the third out, the correct batter to lead off the next inning shall be the player who would have come to bat had the player been put out by ordinary play.
- 3. After a legal or illegal pitch to the NEXT BATTER, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory:
EFFECT:
 - a. The turn at bat of the incorrect batter is legal.
 - b. All runs scored and runners advanced, and outs made are legal
 - c. The next batter shall be the one whose name follows that of the incorrect batter.
 - d. No out is called for failure to bat.
 - e. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
- 4. No runner shall be removed from the base occupied except the batter-runner who has been taken off the base by the umpire as in (2) above to bat in the proper place. The correct batter merely misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.
- E. The batting order for co-ed shall alternate the sexes. Co-ed play will use an 11-inch red-stitch ball when the female bats and an 12-inch red stitch ball when the male bats.
EFFECT: If the wrong ball is used, the manager of the offensive team has the option of taking the result of the play or having the last batter bat over and assume the ball and strike count prior to the wrong ball being discovered.
- F. When the third out in an inning is made before the batter has completed a turn at bat, that player shall be the first batter in the next inning.

Section 3. BATTING POSITION.

- A. Prior to the pitch, the batter must have both feet completely within the lines of the batter's box. The batter may touch the lines, but no part of the foot may be outside the lines prior to the pitch.
- B. The batter must take the batter's position within 10 seconds after being directed to do so by the umpire.
EFFECT: The umpire will call a strike. No pitch has to be thrown and the ball is dead.
- C. (Junior Olympic, Modified Pitch) After entering the batter's box, the batter must remain in the box with at least one foot between pitches and while taking signals and practice swings.

RULE 7 - BATTING

EXCEPTIONS: The batter can leave the box:

1. If the ball is batted fair or foul.
2. On the swing, slap or check swing.
3. If forced out of the box by a pitch.
4. On a wild pitch or passed ball.
5. If there is an attempted play.
6. If time has been called.
7. If the pitcher leaves the eight-foot circle or the catcher leaves the catcher's box.
8. On a three ball pitch that is a strike that the batter thinks is a ball.

EFFECT: If the batter leaves the batter's box and delays play; for any other reason the umpire may warn the batter or call a strike. Any number of warnings and called strikes can be made with each batter. No pitch has to be thrown and the ball is dead.

- D. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher (FP) is taking the signal or (SP) is in position to pitch, or anytime thereafter prior to the release of the pitch.

EFFECT: The ball is dead, the batter is out and the runners may not advance.

- E. After the ball is live, the batter may not step out of the batter's box to stop play unless time has been granted by the umpire.

EFFECT:

1. All play shall continue.
2. The pitch will be called a ball or strike.

Section 4. A STRIKE IS CALLED BY THE UMPIRE.

- A. (Fast Pitch/Slow Pitch with stealing) For each legally pitched ball entering the strike zone.

EFFECT: The ball is live and the runners may advance with liability to be put out.

- B. (Slow Pitch) For each legally pitched ball entering the strike zone before touching the ground and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings and misses prior to the ball hitting the ground or plate, it is a strike.

EFFECT: The ball is dead.

- C. For each legally pitched ball swung at and missed by the batter.

FAST PITCH/Slow Pitch with stealing

EFFECT: The ball is live and runners may advance with liability to be put out. SLOW PITCH without stealing

EFFECT: The ball is dead.

- D. For each foul tip.

EFFECT: (Fast Pitch/Slow pitch with stealing) The ball is live and runners may advance with liability to be put out. The batter is out if it is the third strike.

1. (Slow Pitch without stealing) The ball is dead and the batter is out if it is the third strike.

2. (16-Inch Slow Pitch) The ball remains live; runners cannot advance.
- E. (Fast Pitch) For each foul ball when the batter has fewer than two strikes.
- F. (Slow Pitch) For each foul ball, including the third strike.
NOTE E-F: If a pitched ball is swung at and missed, then hit on follow through, it is a strike and a dead ball.
- G. For each pitched ball swung at and missed which touches any part of the batter.
- H. When any part of the batter's person or clothing is hit with a batted ball while the batter is in the batter's box and (FP) has fewer than two strikes.
- I. When a legally pitched ball hits the batter while the ball is in the strike zone.
- J. If the batter does not take the batter's position within 10 seconds after being directed by the umpire.
- K. (Junior Olympic and Adult Modified Pitch) When, between pitches, the batter leaves the batter's box illegally or does not return to the box after a warning.
EFFECT Section 4 E-K: The ball is dead and each runner must return to their base without liability to be put out.
- L. When a pitched ball is prevented from entering the strike zone by any actions by the batter other than hitting the ball.
EFFECT: The ball is dead and a strike is called.

Section 5. A BALL IS CALLED BY THE UMPIRE.

- A. (Fast Pitch) For each legally pitched ball which does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing.
EFFECT: The ball is live and runners are entitled to advance with liability to be put out.
- B. (Slow Pitch) For each legally pitched ball that does not enter the strike zone, touches the ground before reaching home plate, or touches home plate and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings at a pitch after the ball hits the ground or plate, it is a ball.
EFFECT: The ball is dead and runners may not advance.
EXCEPTION: (16-Inch Slow Pitch): The ball remains live; however, runners cannot advance. If the batter swings at the ball, it would be batter interference
- C. (Fast Pitch) For each illegally pitched ball not swung at or swung at and missed.
EFFECT: The ball is dead and runners are entitled to advance one base without liability to be put out.
- D. (Slow Pitch) For each illegally pitched ball not swung at.
EFFECT: The ball is dead and runners may not advance.
EXCEPTION: Slow Pitch with stealing unless the ball hits the ground before reaching home plate or hits the plate.
- E. (Slow Pitch with Stealing) When a pitched ball hits the batter outside the strike zone.
- F. When the catcher fails to return the ball directly to the pitcher as required.
- G. For each excessive warm-up pitch.

EFFECT - Section 5 E-G: The ball is dead and runners may not advance.

Section 6. THE BATTER IS OUT.

- A. When the third strike is:
 1. Swung at and the pitched ball touches any part of the batter's person, or
 2. Is not swung at, and the pitched ball hits the batter while the pitch is in the strike zone.
 3. When the pitched ball, in the umpires judgment, is prevented from entering the strike zone by any actions of the batter other than hitting the ball.
- B. When a batter enters the batter's box with or is discovered using an altered or non-approved bat.

EFFECT: The batter shall be **ejected** from the game, and if in a tournament, shall be **ejected** for the remainder of the tournament.
- C. When the batter enters the batter's box with or is discovered using an illegal bat.

EFFECT: The batter is called out.
Note: If a previous batter has used the same altered or illegal bat, and a pitch has been **made**, the batter only is out.
- D. When an entire foot is touching the ground completely outside the lines of the batter's box when the ball makes contact with the bat.
- E. When any part of a foot is touching home plate when the ball makes contact with the bat.
- F. When a batter leaves the batter's box and returns to the box and makes contact with the ball.
- G. (Fast Pitch) When the batter bunts foul after the second strike. If the ball is caught in the air, it remains live.
- H. (Slow Pitch) When the batter bunts or chops the ball.
- I. When members of the team at bat, including those in the team area, other than runners interfere with a player attempting to field a fair or foul fly ball.
- J. (16" Slow Pitch) When a batter intentionally hits a pitched ball that first strikes the ground or home plate, to prevent the catcher from executing a pick-off attempt.
- K. When the batter hits a fair ball with the bat a second time in fair territory.

EXCEPTION:

1. If the batter is in the batter's box and contact is made while the bat is in the batter's hands,

EFFECT: Foul ball, even if the ball is hit a second time over fair territory.
2. If the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpire's judgment, there was no intention to interfere with the course of the ball
EFFECT: The ball is live.
3. If contact is made on the follow through, after missing the pitch on the initial swing.

EFFECT: It is a dead ball, strike.

- L. Slow Pitch) After a third strike, including a foul ball that is hit after two strikes.
- M. (Fast Pitch) When a called or swinging third strike is caught by the catcher.
- N. (Fast Pitch) When the batter has three strikes and/or if there are fewer than two outs and first base is occupied at the time of the pitch.
- O. Whenever the batter due up has left the game under the Short-handed Rule.
- P. When hindering the catcher from catching or throwing the ball by stepping out of the batter's box.
- Q. **When actively hindering the catcher while in the batter's box.**
- R. When intentionally interfering with a thrown ball, in or out of the batter's box.
- S. When interfering with a play at home plate.

EFFECT: P-S The ball is dead, the batter is out and each runner must return to the last base that, in the judgment of the umpire, was touched at the time of the interference.

EXCEPTION: If no play is being made and the batter accidentally makes contact with the catcher's return throw to the pitcher, the ball is dead and any advancement of runner(s) shall be nullified.

Section 1. THE BATTER BECOMES A BATTER-RUNNER.

- A. As soon as the batter legally hits a fair ball.
- B. (Fast Pitch) When the catcher fails to catch the third strike before the ball touches the ground and there are:
 1. Fewer than two outs and first base is not occupied at the time of the pitch, or
 2. Any time there are two outs.

EXCEPTION: (Junior Olympic 10-Under Class B Fast Pitch Only) The batter is out.

- C. When four balls have been called by the umpire. The batter-runner is awarded first base.

EFFECT:

1. (Fast Pitch) The ball is live unless it has been blocked.
2. (Slow Pitch) The ball is dead and runners may not advance unless forced.

EXCEPTION: Slow Pitch with stealing unless the ball hits the ground before reaching home plate, hits home plate or the batter.

3. (Slow Pitch) If the defensive team desires to walk a batter intentionally, they may do so by notifying the plate umpire who shall award the batter first base. When two batters are to be walked intentionally, the second intentional walk may not be administered until the first batter reaches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, an appeal shall not be honored on the first batter.

EFFECT: The ball is dead

4. (Co-ed) The ball is dead. A walk to a male batter will result in a two base award. The next batter (a female) shall bat.

EFFECT: The ball is dead

EXCEPTION: With two outs, the female batter has the option to walk or bat.

EFFECT: Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.

- D. When the catcher obstructs a batter's attempt to hit a pitched ball.

EFFECT: Catcher's obstruction is a delayed dead ball in 1 and 2:

1. If the batter hits the ball and reaches first base safely, and all other runners have advanced at least one base:

EFFECT: Obstruction is canceled. All action as a result of the batted ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base.

2. If the batter-runner hits the ball and does not reach first base safely and all other runners do not advance at least one base.

EFFECT: The manager has the option to take the result of the play, or enforcement of obstruction by awarding the batter first base and advancing all runners if forced.

3. The catcher steps on, or in front of home plate without the ball and prevents the batter from hitting the ball.

EFFECT: The ball is dead, the batter is awarded first base, all other runners are advanced one base if forced.

4. (FP) On a swing or attempted bunt, the catcher or any other fielder prevents the batter from hitting the ball, touch the batter or their bat with a runner on third base trying to score by means of a squeeze play or a steal.
EFFECT: The ball is dead. The runner shall be awarded home plate and the batter shall be awarded first base on the obstruction. All other runners shall be advanced one base, if forced.
- E. When a fair batted ball strikes the person, attached equipment, or clothing of an umpire or a runner.
 1. After touching a fielder including the pitcher:
EFFECT: The ball is live.
 2. After passing a fielder other than the pitcher and no other fielder had a opportunity to make an out:
EFFECT: The ball is live.
 3. Before passing a fielder without being touched:
EFFECT: The ball is dead.
 4. Before passing a fielder, excluding the pitcher and contacts a runner who is off the base:
EFFECT: The ball is dead. The runner is out. The batter-runner is awarded first base and any other runners advance one base if forced. All other runners not forced to advance must return to the base reached prior to the interference.
 5. Passes a fielder and another fielder has the opportunity to make an out:
EFFECT: The ball is dead. The runner is out. The batter-runner is awarded first base and all other runners advance one base if forced. All other runners not forced to advance must return to the base reached prior to the interference
 6. Touches a runner in contact with a base:
EFFECT: The runner is not out. The ball is live or dead depending on the position of the fielder closest to the base.
 7. Contacts an umpire before passing a fielder other than the pitcher:
EFFECT: The ball is dead. The batter-runner is awarded first base. All other runners advance one base if forced. All other runners not forced to advance must return to the base reached prior to the interference.
- F. (Fast Pitch) When a pitched ball not swung at nor called a strike touches any part of the batter's person or clothing.
EFFECT: The ball is dead. The batter is entitled to one base without liability to be put out.
EXCEPTION: If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.
NOTE: The batter's hands are not part of the bat.
- G. (Fast Pitch) If the batter is hit anywhere, including the hands, while swinging at a pitch:
EFFECT: The ball is dead and a strike called. If it is strike three, the batter is out.

Section 2. BATTER-RUNNER IS OUT.

- A. (Fast Pitch) When the catcher drops the third strike and is put out prior to reaching first base with two outs or with less than two outs and first base is not occupied at the time of the pitch.
- B. When after hitting a fair ball the batter-runner is put out prior to reaching first base.
- C. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.
EFFECT - Section 2 A-C: The ball is live.

- D. When the batter-runner fails to advance to first base and enters the team area after a batted fair ball, a base on balls, a hit batter (Fast Pitch), a dropped third strike, or catcher obstruction.

EXCEPTION: (Slow Pitch) The ball is dead when runners are not required to run bases on a home run or four base award, or on a base on balls, or (Fast Pitch) on a hit batter. The batter-runner is not out. Other than on a home run or four base award, runners cannot advance unless forced.

- E. When the batter-runner runs outside the three-foot lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. When the defensive player uses the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.
- F. When the batter-runner interferes with:
 - 1. a fielder attempting to field a batted ball,
 - 2. a fielder attempting to throw the ball,
 - 3. **a thrown ball while out of the batter's box,**
 - 4. by making contact with a fair batted ball before reaching first base,
 - 5. by discarding their bat in a manner that prevents the defense from making a play on the ball,
 - 6. (Fast Pitch) a dropped third strike.

NOTE: If this interference is an attempt to prevent a double play, the runner closest to home plate shall be called out.

- G. When the batter-runner interferes with a play at home plate in an attempt to prevent an out at home plate.

EFFECT: The runner is also out.

- H. When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.

EFFECT - Section 2 D-H: The ball is dead and runner(s) must return to the last base legally touched at the time of the interference.

- I. When an infield fly is declared. The fair batted ball hits the batter-runner before reaching first base, the ball is dead and the infield fly is invoked.
- J. When an infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first, first and second, first and third or first, second and third bases occupied with fewer than two outs.

EFFECT: The ball is dead. All runners must return to the last base touched at the

time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

- K. When the immediate preceding runner who is not out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner.

EFFECT: The runner shall also be called out.

- L. (Slow Pitch) For excess over-the-fence home runs. **In men's class D it also ends the inning.**

- M. The double base shall be used at first base in all divisions of play. The following rules should be enforced:

1. A batted ball hitting or bounding over the white portion is fair.
2. A batted ball hitting or bounding over the colored portion is foul.
3. Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion of the base.

EFFECT: The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or colored portion of the base, no appeal can be made.

4. On any force out attempt from the foul side of first base the defense and the batter-runner may use either the white or colored portion of the base.
5. On an errant throw pulling the defense off the base into foul ground, the defense and the batter-runner can use either the white or colored portion.
6. On balls hit to the outfield with no play on the batter-runner advancing to first base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner may return to the white or colored portion.

7. When tagging up on a fly ball, the white or colored portion may be used.

8. (Fast Pitch, Slow Pitch with stealing & 16-Inch Slow Pitch) On an attempted pick-off play, the runner may return to the white or colored portion.

9. When there is a force play on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white.

EFFECT M-9: Interference, the ball is dead, the batter-runner is out, all runners must return to the last base occupied at the time of interference.

- N. When a spectator reaches into live ball territory and interferes with a fielder's opportunity to catch a fly ball:

EFFECT: The ball is dead. The batter is out and all runners are awarded the bases that in the umpire's judgment, they would have reached.

Section 3. TOUCHING BASES IN LEGAL ORDER.

- A. When a runner must return to a base while the ball is live or dead, the bases must be touched in reverse order.

EFFECT: The runner is out, if properly appealed.

EXCEPTION: On a foul ball.

- B. When a runner or batter-runner acquires the right to a base by touching it before

RULE 8 - BATTER-RUNNER AND RUNNER

being put out, the runner or batter-runner is entitled to hold the base until legally touching the next base in order or is forced to vacate it for a succeeding runner. When a runner passes a base, the runner is considered to have touched the base. This also applies to awarded bases.

- C. When a runner dislodges a base from its proper position, that runner and succeeding runner(s) in the same series of plays are not compelled to follow a base out of position.

EFFECT - Section 3 B-C: The ball is live and runners may advance or return with liability to be put out.

- D. A runner shall not run bases in reverse order to confuse the fielders nor to make a travesty of the game.

EFFECT: The ball is dead and the runner is out.

- E. Two runners may not occupy the same base simultaneously.

EFFECT: The runner who first legally occupied the base is entitled to that base, unless forced to advance. The other runner may be put out by being tagged with the ball.

- F. Failure of a PRECEDING runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a SUCCEEDING runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no SUCCEEDING runner may score a run.

- G. No runner may return to touch a base missed or one left too soon after a succeeding runner has scored or once they leave live ball territory.

- H. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

- I. Awarded bases must be touched in legal order.

EXCEPTION: Women's Open, Co-ed Major, and all Men's Class "A" Slow Pitch. (This does not apply to Master's and Senior's Play). On any fair batted ball hit over the fence for a home run or on a four base award, the batter and all runners are credited with a run. The batter and any runners on base are not required to run the bases. This eliminates any appeal play on runners.

Section 4. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.

- A. (Fast Pitch) When the ball leaves the pitcher's hand on the delivery.
- B. On a thrown ball or a fair batted ball that is not blocked.
- C. On a thrown ball that hits an umpire.
- D. When a legally caught fly ball is first touched by a defensive player.
- E. If a fair ball
 1. Contacts an umpire or a runner after having passed a fielder other than the pitcher, and provided no other fielder had a chance to make an out, or
 2. When a fair batted ball has been touched by a fielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the

fielder attempting to field the batted ball.

EFFECT - Section 4 A-E: The ball is live.

- F. (Men's Slow Pitch & Women's Open Slow Pitch). This does not apply to Master's and Senior's Play, Co-ed Slow Pitch or Junior Olympic). Runners may advance when the ball reaches home plate, or
 1. When a pitched ball is batted.
 2. Until the pitcher has possession of the ball in the infield and all immediate play has apparently been completed.
 3. Slow Pitch with stealing, Runners may advance when a pitched ball, legal or illegal reaches the front edge of home plate.
 4. When a pitched ball that hits behind home plate and strikes the umpire, or a thrown ball by the catcher that strikes the umpire.
- G. (10-Under **Class B** Fast Pitch) Runners starting at first or second base are entitled to advance or steal one base only per pitch. Runners starting at third base may not steal or advance home but are liable to be put out if they are off the base.
 1. A runner, attempting to advance beyond the one base they are entitled to advance or steal:

EFFECT: May be put out while between bases. A runner cannot be put out while in sole contact with a base.
 2. After all play ceases and the ball is dead if a runner occupies a base beyond the one the runner was entitled to advance or steal:

EFFECT: The runner will be returned to the correct base without liability to be put out.
 3. If a batter strikes out and the ball is dropped by the catcher or touches the ground before reaching the catcher:

EFFECT: The batter is out and the ball is live.
 4. A batter, who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.
 5. Awarded bases will apply to all runners.
 6. Runners can only score on:
 - a. a batted ball,
 - b. a base on balls
 - c. hit batter with the bases full, or
 - d. on an awarded base.

NOTE: THIS RULE DOES NOT APPLY TO 10U CLASS A
- H. When a live ball becomes lodged in a defensive player's uniform or equipment.
- I. While the ball is live or on awarded bases, the runner fails to touch a base before attempting to make the next base.
- J. After overrunning first base, the runner attempts to continue to second base.
- K. After dislodging a base, a runner attempts to continue to the next base.
- L. (16-Inch Slow Pitch) A runner may lead off any base with the risk of being picked off by a throw from the pitcher or catcher. If a throw results in an **overthrow** or

blocked ball, no runners may advance. Any runner advancing on a pitch not batted is liable to be put out if tagged before returning to their original base.

Section 5. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

- A. When forced to vacate a base because the batter was awarded a base on balls.
EFFECT: (Fast Pitch) The ball remains live unless it is blocked. Any runner affected is entitled to one base and may advance farther with liability to be put out if the ball is live. (Slow Pitch) The ball is dead.

EXCEPTION: In 16" Slow Pitch and all divisions with stealing, the ball remains live.

- B. When a fielder not in possession of the ball or not in the act of fielding a batted ball, obstructs the progress of a runner or batter-runner that is legally running the bases.

Obstructed runners are required to touch all bases in proper order.

EFFECT: They shall be called out on appeal by the defensive team.

NOTE: Should any act of interference occur following any obstruction, enforcement of the interference penalty has precedence.

EXCEPTIONS:

1. An obstructed runner may not be called out between the two bases where obstructed
 - a. when an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner,
EFFECT: The obstructed runner is no longer protected between the bases where they were obstructed and may be put out.
 - b. an act of interference, or
 - c. if passing another runner.
 - d. missing a base
 - e. leaving a base before a fly ball was first touched
2. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction,
EFFECT: A dead ball is called and the obstructed runner and all other runners shall be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction.
3. If the obstructed runner is put out after passing the base which would have been reached had there been no obstruction or advanced beyond the two bases where the obstruction occurred,
EFFECT: The obstructed runner will be called out. The ball remains live.
4. When a runner, while advancing or returning to a base
 - a. Is obstructed by a fielder who neither has the ball or
 - b. Is attempting to field a batted or thrown ball, or
 - c. When a fielder fakes a tag without the ball**EFFECT:** The obstructed runner and all other runners shall always

be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

NOTE: If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.

EFFECT: B1-4 When any obstruction occurs, a delayed dead ball is ruled.

- C. (Fast Pitch and Slow Pitch with stealing) When a pitched ball that remains live becomes blocked or goes out of live ball territory.

EFFECT: The ball is dead and all runners are awarded one base only. The batter is awarded first base only on the fourth ball.

- D. When forced to vacate a base because the batter was awarded first base.

- E. (Fast Pitch) When a pitcher makes an illegal pitch, providing the offensive coach does not take the result of the play.

- F. When a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with any part of the uniform or equipment that is detached from its proper place.

EFFECT: Delayed Dead Ball and the batter and runners are entitled to:

1. three bases from the time of the pitch if a batted ball,
2. two bases from the time of the throw if a thrown ball,
3. one base from the time of the pitch if a pitched ball
 - a. In all games with stealing runners may advance farther with liability to be put out.
 - b. A batter is awarded one base only on the third strike in Fast Pitch and Modified
4. If the illegal catch or touch is made on a fair hit ball which, in the judgment of the umpire, would have cleared the outfield fence in flight, the batter-runner shall be awarded a four base award.
5. On a pitched ball that eludes the catcher and is retrieved with detached equipment, there is no penalty if:
 - a. the runner(s) are not advancing,
 - b. no apparent play is possible, or
 - c. no advantage is gained.

- G. When the ball is live and is overthrown or is blocked:

EFFECT: All runners shall be awarded two bases. The award shall be governed by the position of the runners when the ball left the fielder's hand. Runners must return to touch a base missed or a base left too soon. When two runners are between the same two bases, the award is based on the position of the lead runner. Once a base runner advances to the next awarded base, the runner may no longer return to touch any base missed or any base left too soon.

EXCEPTION:

1. When a fielder loses possession of the ball, and the ball leaves live ball territory or becomes blocked.

EFFECT: Each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

2. When the ball becomes dead, runners must return to touch a base missed or bases left too soon if they have advanced, touched, and are a base

beyond the base missed or the base left too soon. Runners must be given the opportunity to complete their base running responsibilities. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a base missed or a base left too soon. Once a runner has entered live dead ball territory, they cannot return to touch a missed base or one left too soon.

3. If the ball becomes blocked due to offensive equipment not involved in the game.

EFFECT: The ball is dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is out.

4. If a base is awarded in error, after a legal or illegal pitch the error cannot be corrected.

- H. When a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence.

EFFECT: The batter-runner shall be entitled to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate, in which case the batter-runner is entitled to two bases.

- I. When a fair ball bounces over, rolls under or through a fence or any designated boundary of the playing field. When the ball deflects off a defensive player and goes out of play in foul ball territory, deflects off a runner or umpire and goes out of play into foul ball territory, after having passed an infielder excluding the pitcher and provided no other infielder had a chance to make an out.

EFFECT: The ball is dead, and all runners are awarded two bases from the time of the pitch.

- J. When a live ball is unintentionally carried by a fielder from live ball territory. A fielder carrying a live ball into the team area to tag a player is considered to have unintentionally carried it there.

EFFECT: The ball is dead and runners are awarded one base from the last base touched at the time the fielder left live ball territory.

- K. When in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from live ball territory.

EFFECT: The ball is dead. All runners are awarded two bases from the last base touched at the time the fielder left or the ball was kicked, pushed or thrown from the live ball territory.

- L. When there is spectator interference with any thrown or fair batted ball.

EFFECT: The ball is dead at the moment of interference.

- M. When a ball gets lodged in

1. umpire's gear or clothing or
2. in an offensive player's clothing.

EFFECT: The ball is dead and the umpire should award runners the bases the runners would have reached.

Section 6. A RUNNER MUST RETURN TO THEIR BASE.

- A. When a batted ball is foul.
- B. When an illegally batted ball is declared by the umpire.
- C. When a batter, batter-runner or runner is called out for interference. All other runners shall return to the last base touched at the time of the interference.
- D. (Fast Pitch) When any part of the batter's person or clothing is touched by a pitched ball that is swung at and missed.
- E. (Fast Pitch) When the batter is hit by a pitched ball, unless forced.

EFFECT - Section 6 A-E:

- 1. The ball is dead.
- 2. All runners must return to their base without liability to be put out, except when forced to advance to the next base because the batter became a batter-runner.
- 3. Runners are not required to touch the intervening bases while returning to a base.
- F. (Fast Pitch, Slow Pitch with stealing or 16" Slow Pitch) When the plate umpire interferes with the catcher's attempt to throw out a runner stealing, or an attempted pick off play.

EFFECT:

- 1. Delayed dead ball at the time of the interference. If the runner is ruled out, the ball remains live.
- 2. If the runner is not out, the ball becomes dead. The runner(s) shall be returned to the base occupied at the start of the pitch.

NOTE: It is not umpire interference if, on a passed ball or wild pitch, the umpire gets hit by a thrown ball from the catcher. The ball is live.

- G. (Slow Pitch) When base stealing is not allowed.

EFFECT: Runners must return to their base after each pitch.

EXCEPTION: (Slow Pitch with stealing) Runners may advance after the ball reaches the front edge of home plate.

- H. When an intentionally dropped ball is ruled.

Section 7. THE RUNNER IS OUT.

- A. When running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.
- B. When the ball is live and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.
- C. When, on a force play, a fielder contacts the base while holding the ball, or tags the runner before the runner reaches the base. If the forced runner, after touching the next base, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.
- D. When the runner physically passes a preceding runner before that runner has been called out. If this was the third out of the inning, any runs scored prior to the out for passing a preceding runner count.
- E. When **any offensive team member** other than another runner physically as-

sists a runner while the ball is live.

EFFECT - Section 7 A-E: The ball is live and the runner is out. In D and E, the runner passing or assisted is called out.

EXCEPTION – Section E: After a runner has scored and missed home plate and then is physically assisted back to home plate, the ball is dead, the runner is out and the run is nullified.

- F. When the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to an infielder and properly appealed.
- G. When the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.
- H. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched while not in contact with the base.
- I. When running or sliding for any base and the runner fails to touch it, provided a fielder properly appeals.

EFFECT - Section 7 F-I:

- 1. These are appeal plays. The defensive team loses the **opportunity** of having the runner called out if any of the following occurred:
 - a) The appeal is not made before the next legal or illegal pitch,
 - b) The pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the team area, or
 - c) On the last play of the game the umpires have left the live ball territory.
- 2. (Live Ball Appeal) If properly appealed during a live ball, the runner is out.
- 3. (Dead Ball Appeal) Once the ball has been returned to the infield and time is called, any infielder with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. No runner may leave a base during this period as the ball remains dead until the next pitch.
 - a. If the ball leaves live ball territory, a dead ball appeal cannot be made until completion of all legal advancement of all base runners.
 - b. If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called.
 - c. If "play ball" has been declared by the umpire and the pitcher then requests an appeal, the umpire shall again call "time" and allow the appeal process.
- J. When the runner interferes:
 - 1. With a fielder attempting to field a batted fair ball or a foul fly ball, or
 - 2. With a fielder attempting to throw the ball, or
 - 3. **With a thrown ball.**

EFFECT: If this interference, in the judgment of the umpire, is an attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out.

4. Intentionally with any defensive player having the opportunity to make an out with the deflected batted ball.

EFFECT: The ball is dead and the runner is out. All other runners must return to the last base touched at the time of the interference.

- K. When a runner is struck with a fair untouched batted ball while not in contact with a base and before it passes another fielder, excluding the pitcher, or if it passes an infielder and another infielder has an opportunity to make an out.

EFFECT: The ball is dead and the runner is out. All other runners must return to the last base legally touched at the time of the interference.

- L. When the runner intentionally kicks a fair ball that an infielder has missed.

EFFECT: The ball is dead. All other runners must return to the last base legally touched at the time of the interference.

NOTE: Section 7 J-L: When runners are called out for interference, the batter-runner is awarded first base.

EXCEPTION: If the interference prevents the fielder from catching a routine fly ball, fair or foul, with ordinary effort, the batter is also out.

- M. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.

EFFECT: The ball is dead. The runner closest to home is out. Runners not out must return to the last base touched at the time of the interference.

- N. When member(s) of the offensive team stand or collect around a base to which a runner is advancing, confusing the fielders and adding to the difficulty of making the play.

EFFECT: The ball is dead. The runner closest to home is out. Runners not out must return to the last base touched at the time of the interference.

- O. When a coach intentionally interferes with a batted or thrown ball, or interferes with the defensive team's opportunity to make a play on another runner. A batted or thrown ball that unintentionally hits a base coach is not considered interference.

EFFECT: The ball is dead. The runner closest to home is out. Runners not out must return to the last base legally touched at the time of the interference.

NOTE: A batted or thrown ball that unintentionally hits a base coach is not considered interference.

- P. When, after being declared out or after scoring, an offensive player interferes with a defensive player's opportunity to make a play on another runner.

EFFECT: The ball is dead. The runner closest to home plate at the time of the interference is out. All runners not out must return to the last base touched at the time of the interference.

NOTE: A runner continuing to run and drawing a throw may be considered a form of interference. This does not apply to the batter-runner running on the dropped third strike rule.

- Q. When a defensive player has the ball and the runner remains upright and crashes into the defensive player.

EFFECT: The ball is dead. The runner is out. All runners must return to the

RULE 8 - BATTER-RUNNER AND RUNNER

last base touched. If the act is determined to be flagrant, the offender shall be ejected.

- R. (Slow Pitch) When the runner fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate.

EXCEPTION: (16-Inch Slow Pitch) A runner may leave a base as soon as the ball is put in play.

- S. (Fast Pitch) When the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand.

EFFECT - Sections 8 R-S: The ball is dead, "no pitch" is declared when applicable, and the runner is out.

- T. (Fast Pitch) **LOOK BACK RULE.**

The "Look Back" rule will be in effect for all runners when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both feet are on or within the lines.

1. When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.

2. Once the runner stops at a base for any reason, the runner will be declared out if leaving the base.

3. Responsibilities of the batter-runner after touching first base, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate. This includes a base on balls or a dropped third strike.

EXCEPTION 10-U Class B fast pitch).

- a. A batter-runner who rounds first base toward second base may stop, but then must immediately without stopping return to first base or attempt to advance non-stop to second base.
- b. A batter-runner who over-runs first base toward right field, turns left and immediately stops, must then return non-stop to first base or attempt to advance non-stop to second base.
- c. A batter-runner who over-runs first base toward right field, turns left and moves directly toward second base and stops is committed to second base and must attempt to advance non-stop to second base.
- d. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first base and must return non-stop to first base.

- e. A batter-runner who over-runs first base toward right field, and turns right, is committed to first base and must return non-stop to first base.

EFFECT - Section 7-T (1-3): The ball is dead. "No pitch" is declared when applicable, and the runner is out. If more than one runner is off base, when one is called out, the ball is dead and other runners are returned to the last base touched. One runner only may be called out.

EXCEPTION: The runner will not be declared out if

1. A play is made on any runner. A fake throw is considered a play,
 2. The pitcher no longer has possession of the ball within the eight foot radius, or
 3. The pitcher releases the ball on a pitch to the batter.
- U. When a runner abandons a base and enters the team area or leaves live ball territory.
- V. When a runner is positioned behind and not in contact with a base to get a running start on any fly ball.
- EFFECT:** The ball remains live.
- W. Whenever a runner on base leaves the game under the shorthanded rule. (Rule 4, Section 1D)
- X. Prior to a legal or illegal pitch to the next batter, if the runner was discovered having used an illegal bat or non-approved bat:
EFFECT: The runner shall be called out. If the bat was altered, the runner shall also be ejected. In either case, if the altered/illegal bat is discovered prior to the next pitch, any runners put out prior to the discovery shall remain out.
- Y. When, following an offensive conference, base runners switch positions on the bases they occupied.
EFFECT: Each runner on an improper base shall be declared out. In addition, the head coach shall be ejected for unsportsmanlike conduct.

Section 8. RUNNER IS NOT OUT.

- A. When a runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field a batted ball.
- B. When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in their possession.
- C. When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, could not have made an out.
- D. When a runner is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the judgment of the umpire, no other fielder had an opportunity to make an out.
- E. When a runner is hit with a fair untouched batted ball over foul territory that, in the judgment of the umpire, no fielder had an opportunity to make an out.
- F. When a runner is hit by a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, and the runner could not avoid contact with the ball.
- G. When a runner is touched while off a base:
 1. With a ball not securely held by a fielder.
 2. With a hand or glove of a defensive player and the ball is in the other hand.
- H. When the defensive team does not appeal
 1. Until after the next legal or illegal pitch, or
 2. Until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the team area,

RULE 8 - BATTER-RUNNER AND RUNNER

or

3. After the last play of the game, the umpires have left live ball territory.
- I. When a batter-runner overruns first base after touching it and returns directly to the base.
- J. When the runner is not given sufficient time to return to a base.
EFFECT: The runner will not be called out for being off a base before the pitcher releases the ball. "No pitch" will be called by the umpire.
- K. When the runner has legally started to advance.
EFFECT: The runner may not be stopped by the pitcher receiving the ball while on the pitching plate, or by the pitcher stepping on the pitching plate with the ball in their possession.
- L. When the runner stays on the base until a fly ball touches a fielder and then attempts to advance.
- M. When hit by a batted ball while touching the base, unless the runner intentionally interferes with the ball or a fielder making a play.
- N. When the runner slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.
- O. When a fielder makes a play on a batter, batter-runner or runner while using an illegal glove/mitt, and it is discovered by the umpire before:
 1. The next legal or illegal pitch or
 2. The pitcher and all infielders have vacated their normal defensive positions and have left fair territory or—
 3. The umpires have left live ball territory,
EFFECT: The manager of the offended team is given two options:
 - a. Have the entire play nullified with each runner returning to their original base and the batter batting again, assuming the ball and strike count prior to the pitch that was hit or on a steal attempt.
 - b. Take the result of the play.
- P. When a runner legally returns to a base left too soon or missed prior to an appeal being made, or is returning to a base during a dead ball.

Section 9. RUNNING (MASTERS AND SENIORS)

- A. **(Masters and Seniors Fast Pitch).**
 1. Courtesy Runners may be used only for the pitcher and the catcher.
 2. The pitcher and catcher are identified as the last players who physically played that position on defense. In the top of the first inning only, the pitcher and catcher are identified as those players listed on the line-up card as pitcher and catcher.
 3. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. One courtesy runner only may be used per inning.
- B. **Masters/Senior Men and Women Slow Pitch**
 1. (Senior Men and Senior Women) Unlimited courtesy runners are allowed each inning.
 2. (Women's Master 35-OSP, Men's Master 40-OSP and 45-OSP) Any eligible

player on the official line-up including available substitutes may be used as a courtesy runner. -one courtesy runner only may be used per inning.

C. Courtesy Runners

1. A courtesy runner is in the game when announced by the offensive team representative.
2. A courtesy runner whose turn at bat comes while on base:
EFFECT: Will be called out. The courtesy runner will be removed from the base take their turn at bat. A second courtesy runner cannot be substituted at this time.
3. A player may be a courtesy runner only once an inning.
EFFECT: If a courtesy runner is used more than once they will be called out and removed from the base.
4. A courtesy runner may not run for an existing courtesy runner except for an injury.
EFFECT: Violations result in an out and the runner is removed from the base.
5. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
EFFECT: Violations result in an out and the runner is removed from the base.

D. Senior Slow Pitch

1. Defensive players can touch only the original home plate and runners can touch only the second home plate.
2. Runners must touch the second home plate located adjacent to the right-handed batter's box in order to be safe at home.
3. Runners tagged by a defensive player will not be out.
4. Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner is out.
5. If the runner touches the original home plate, the runner is out and the ball remains live.
6. Once a runner passes the commitment line 20 foot marking, from a second home plate, the runner cannot return to third base.
EFFECT: The runner is called out if the runner returns, and the ball remains live.
7. If the runner has passed the commitment line, 20 foot marking, and continues running on the original foul line, and interferes with the fielder taking a throw at; or in contact with the original home plate:
EFFECT: A dead ball should be declared and the runner is out.

Section 10. COURTESY RUNNERS (GIRLS AND BOYS J. O. FAST PITCH).

- A. The team at bat may use a courtesy runner:
 1. For the pitcher and/or the catcher at any time.
 2. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.

3 The same courtesy runner may not run for both the pitcher and the catcher in the same half inning or at any time during the game.

- B. In the top of the first inning only, the pitcher and catcher are identified as those players listed on the line-up as the pitcher and catcher. Thereafter, the pitcher and catcher are identified as the last players who physically played that position on defense. If a substitute enters in the following half inning and gets on base, should the pitcher or catcher re-enter no courtesy runner can be utilized for the pitcher or catcher during that half inning
- C. Players who are currently in the game or have participated in the game in any other playing capacity are not eligible to serve as courtesy runners.
- D. A player may not be a substitute for any player in the half inning that they participated as a courtesy runner.

EXCEPTION: Should an injury or disqualification occur and no substitutes are available the courtesy runner must be used as a substitute and take the place of the injured player. Should the courtesy runner be on base and is entered as a substitute, the pitcher or catcher for whom the courtesy runner is running, must run in their place.

- E. The courtesy runner is not permitted to run as a courtesy runner for the Designated Player (DP) if the DP is batting for the pitcher or the catcher.
- F. Once the courtesy runner is designated for that half-inning, the pitcher or catcher for whom they are running may not return to run while that courtesy runner is on base. A courtesy runner cannot run for a courtesy runner.

EXCEPTION: Should an injury or disqualification occur to any offensive player, and no substitutes are available, the courtesy runner must take the place of the injured player. In this case, the courtesy runner enters as a substitute and the pitcher or catcher for whom the courtesy runner is running must run in their place.

- G. A courtesy runner must be reported to the plate umpire.

EFFECT A-G: If a courtesy runner fails to report or violates the courtesy runner rule they are considered an illegal runner and shall be disqualified.

Section 1. Protests will not be considered if based solely on a decision involving the accuracy of judgment on the part of an umpire.

A. Examples of protests which will not be considered are:

1. Whether a batted ball was fair or foul.
2. Whether a runner was safe or out.
3. Whether a pitched ball was a ball or a strike.
4. Whether there is a legal or illegal pitch.
5. Whether a runner did or did not touch a base.
6. Whether a runner did or did not leave a base too soon on a caught fly ball.
7. Whether a fly ball was or was not caught legally.
8. Whether a batted ball was or was not an infield fly.
9. Whether there was or was not interference or obstruction.
10. Whether the field is or is not fit to continue or resume play.
11. Whether there is or is not sufficient light to continue play.
12. Whether a player or live ball did or did not leave the live ball territory or touch some object or person in a dead ball area.
13. Whether a batted ball did or did not clear the fence in flight.
14. Whether a batted ball was or was not touched by a fielder before clearing the fence in flight.

B. Any other matter involving only the accuracy of the umpire's judgment.

Section 2. PROTESTS. There are three types of protests:

- A. Misinterpretation of a playing rule - must be made:
 1. before the next pitch,
 2. before the next play
 3. before all infielders have left fair territory,
 4. on the last play of the game, before the umpires leave live ball territory
- B. Illegal player - must be made while the player in question is in the game and before the umpires leave the playing field.

NOTE: (A-B) An umpire cannot reverse a decision after a pitch, legal or illegal.

- C. Ineligible player - can be made any time. Eligibility is the decision of the protest committee.

Section 3. Protests may only involve the interpretation of a rule.

Section 4. The manager, acting manager or captain of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager and official scorekeeper. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision to protest.

Section 5. Protest of eligibility can be made or appealed at any time. Eligibility protests can not be waived by the Local Association.

Section 6. The written protest should contain the following information:

- A. The date, time and place of the game.
- B. The names of the umpires and scorers.
- C. The rule and section of the official rules or local rules under which the protest is made.
- D. The information, details and conditions relevant to the decision to protest.
- E. All essential facts concerning the matter protested.

Section 7. The decision rendered on a protested game must result in one of the following:

- A. The protest is considered to be invalid and the game score stands as played.
- B. When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made. If the protesting team wins the game the protest then becomes meaningless.
- C. When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game being played or the game last played to the offended team.

Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for umpires.

Section 1. POWER AND DUTIES.

The umpires are the representative of the league or organization by which they have been assigned to a particular game and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to carry out or to omit any act which, in their judgment is necessary to give force and effect to one or all of these rules, and to **impose** penalties as herein prescribed. The plate umpire shall have the authority to make decisions on any situations not specifically covered in **these** rules. The following is the general information for umpires.

Section 2. CHANGE OF UMPIRES.

Teams may not request a change of umpires during a game

- A. No umpire may be replaced during a game unless incapacitated by injury or illness.

Section 3. UMPIRE'S JUDGMENT.

- A. There will be no appeal on any decision involving accuracy of judgment. No decision rendered by any umpire will be reversed except when the umpire is convinced it is in violation of one of these rules. In case the manager, acting manager or captain of either team does seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question will, if in doubt, confer with the other umpire(s) before taking any action; but under no circumstances will any player or person, other than the manager, acting manager or captain of either team, have any right to protest any decision and seek its reversal on a claim that it is in conflict with these rules.
- B. Under no circumstances will any umpire seek to reverse a decision made by an associate, nor will any umpire criticize or interfere with the duties of their associate(s) unless asked to do so.
- C. The plate umpire may rectify any situation in which the reversal of an umpire's decision or a delayed call by an umpire places a batter-runner, a runner or the defensive team in jeopardy. This correction is not possible after one pitch legal or illegal or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.

Section 4. SUSPENSION OF PLAY.

- A. Umpires may suspend play when, in their judgment, conditions justify such action.
- B. The plate umpire will call time when they leave the umpires position to brush the plate or to perform other duties not directly connected with the calling of plays.
- C. The umpire will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.

RULE 10 - UMPIRES

- D. An umpire will suspend play if a fair batted ball hits the umpire prior to passing an infielder.
EFFECT: The batter-runner is awarded a base hit. No runners are advanced unless forced to advance.
- E. An umpire will not call time while any play is in progress, including when a thrown ball hits an umpire.
EXCEPTION: During a live ball situation, when a player becomes injured, and requires immediate attention, then umpire shall call time.
- F. An umpire will not call time if requested by the offensive team after the pitcher has started the delivery.
- G. During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL". Award any bases that would have been reached.
- H. Umpires will not suspend play at the request of players, coaches or managers until all action in progress has been completed.
- I. (Slow Pitch) When, in the judgment of an umpire, all immediate play is apparently completed, the umpire should call time.

Failure of official scorer to adhere to Rule 11 shall not be grounds for protest. These are guidelines for the official scorer.

Section 1. THE OFFICIAL SCORER SHALL KEEP RECORDS OF EACH GAME AS OUTLINED IN THE FOLLOWING RULES.

The official scorer shall have sole authority to make all decisions involving judgment in relation to scorekeeping. For example, it is the scorer's responsibility to determine whether a batter-runner's advance to first base is the result of a hit or an error; however, a scorer shall not make a decision which conflicts with the official playing rules or with an umpire's decision.

Section 2. THE BOX SCORE.

- A. Each player's name and the position or positions played shall be listed in the order in which the player batted or would have batted had the player not been removed or had the game not ended before the player's turn at bat.
 1. (Fast Pitch) The designated player (DP) is optional, but if one is used it must be made known prior to the start of the game and listed on the score sheet in the regular batting order. Ten names will be listed, with the 10th name being the FLEX player, playing defense for the DP. This 10th player may bat only if they move to the DP position in the batting order.
 2. (Slow Pitch) The extra player (EP) is optional, but if one is used it must be made known prior to the start of the game and be listed on the score sheet in the regular batting order. There will be 11 names for men's and women's slow pitch and 12 names for co-ed slow pitch on the official batting order and all will bat.
 3. (ADA Slow Pitch) If the physically challenged player is playing defense only (FLEX), they will be listed last on the score sheet.
- B. Each player's batting and fielding record must be tabulated.
 1. The first column will show the number of times at bat by each player, but a time at bat will not be charged against the player when:
 - a. The player hits a sacrifice fly that scores a runner.
 - b. The player is awarded a base on balls.
 - c. (Fast Pitch) The player hits a sacrifice bunt.
 - d. (Fast Pitch) The player is hit by a pitched ball.
 - e. (Fast Pitch) The player hits a sacrifice slap hit.

NOTE: A slap hit is defined as a fake bunt followed by a controlled swing and resulting in the runner(s) advancing, as in the case of a sacrifice bunt.
 - f. The third out occurs and the batter is not entitled to run to first base

EXCEPTION: Third strike foul rule in slow pitch.
 2. The second column will show the number of runs scored by each player.
 3. The third column will show the number of base hits made by each player.

A base hit is a batted ball that permits the batter to reach base safely:

 - a. On a fair ball which settles on the ground, clears the fence or strikes the fence before being touched by a fielder.

RULE 11 - SCORING

- b. On a fair ball which is hit with such force or such slowness or which takes such an unnatural bounce that it is impossible to field with ordinary effort in time to make an out.
 - c. When a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of the umpire.
 - d. When a fielder unsuccessfully attempts to retire a preceding runner and in the scorer's judgment, the batter-runner would not have been retired at first base by perfect fielding.
4. The fourth column will show the number of opponents put out by each player.
 - a. A put out is credited to a fielder each time they:
 1. Catch a fly ball or line drive.
 2. Catch a thrown ball that retires a batter-runner or runner.
 3. Touch a runner with the ball when the runner is off the base to which the runner is entitled.
 4. Is nearest the ball when a runner is declared out for being struck by a fair batted ball or for interference with a fielder, or when a runner is called out for being in violation of Rule 8, Sections 8E, J, S or T.
 5. Is the nearest fielder to an unreported substitute who is declared out in accordance with Rule 4, Section 6B OFFENSE 1(b).
 - b. A put out is credited to the catcher:
 1. When a third strike is called.
 2. (Slow Pitch) When the batter bunts or chops the ball.
 3. When the batter fails to bat in correct order.
 4. When the batter interferes with the catcher.
 5. (Slow Pitch) When the batter hits a third strike foul ball.
 6. (Slow Pitch) When a batter hits a home run in excess of the limit.
5. The fifth column shall show the number of assists made by each player. An assist shall be credited:
 - a. To each player who handles the ball in any series of plays which results in the put out of a runner or batter-runner. **One assist only** shall be given to any player who handles the ball on any put out. The player who makes the put out in a rundown or similar type play shall be credited with both an assist and a put out.
 - b. To each player who handles or throws the ball in such a manner that a put out would have resulted except for an error of a teammate.
 - c. To each player who, by deflecting a batted ball, aids in a put out.
 - d. To each player who handles the ball on a play which results in a runner or batter-runner being called out for interference or for running out of the base path.
6. The sixth column will show the number of errors made by each player. Errors are recorded:
 - a. For each player who commits a misplay which prolongs the turn at bat of the batter or extends the existence runner.

- b. For the fielder who fails to touch a base after receiving a thrown ball to retire a runner on a force out, or when a runner is compelled to return to a base, and provided the thrown ball could be caught by the fielder with ordinary effort.
- c. For the catcher if a batter is awarded first base because of catcher obstruction.
- d. For the fielder who fails to complete a double play because of a dropped ball.
- e. For a fielder if a runner advances a base because of that fielder's failure to catch, stop or try to stop a ball accurately thrown to a base, provided there was occasion for the throw. When more than one player could receive the throw, the scorer must determine which player should receive the error.

Section 3. A BASE HIT shall not be scored:

- A. When a runner is forced out on a batted ball or would have been forced out except for a fielding error.
- B. When a player fielding a batted ball retires a preceding runner with ordinary effort.
- C. When a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgment, the batter-runner could have been retired at first base.
- D. When a batter reaches first base safely as a result of a preceding runner being called out for interfering with a batted or thrown ball, or with a defensive player.

Section 4. A RUN BATTED IN is a run scored because of:

- A. A safe hit.
- B. A sacrifice bunt (Fast Pitch), a sacrifice slap hit (Fast Pitch) or a sacrifice fly (Fast Pitch and Slow Pitch).
- C. An infield put out or fielder's choice.
- D. A runner forced home because of obstruction, a hit batter or a base on balls.
- E. A home run and all runs scored as a result.
- F. Subject to the provisions of Rule 11, Section 4G, when the batter ends a game with a safe hit which drives in as many runs as are necessary to put a team in the lead, the batter shall be credited with only as many bases on the hit as are advanced by the runner who scores the winning run, and then only if the batter runs out the hit for as many bases as are advanced by the runner who scores the winning run.
- G. When the batter ends a game with a home run hit out of the playing field, all runners on base are entitled to score.

Section 5. A PITCHER SHALL BE CREDITED WITH A WIN.

- A. When a starting pitcher has pitched at least four innings and the pitcher's team is not only in the lead when the pitcher is replaced but remains in the lead for the remainder of the game.
- B. When a starting pitcher has pitched at least three innings and the pitcher's team scores more runs than the opposing team in a game that is terminated after

RULE 11 - SCORING

five innings of play, or in a game that is terminated after the pitcher's team has scored more runs in four or more innings than the opposing team has scored in five or more innings and provided that the pitcher's team is not only in the lead if the pitcher is replaced after three innings of pitching but remains in the lead for the remainder of the game.

Section 6. A PITCHER WILL BE CREDITED WITH A LOSS. Regardless of the number of innings the pitcher has pitched, a pitcher shall be charged with a loss if replaced when the pitcher's team is behind in the score and fails to tie the score or gain the lead thereafter.

Section 7. THE SUMMARY shall list the following items in this order:

- A. The score by innings and the final score.
- B. The runs batted in and by whom.
- C. Two-base hits and by whom.
- D. Three-base hits and by whom.
- E. Home runs and by whom.
- F. Sacrifice flies and by whom.
- G. Double plays and players participating in them.
- H. Triple plays and players participating in them.
- I. Number of bases on balls charged to each pitcher.
- J. Number of strike outs by each pitcher.
- K. Number of hits and runs allowed by each pitcher.
- L. The name of the winning pitcher.
- M. The name of the losing pitcher.
- N. The time of the game.
- O. The names of the umpires and scorers.
- P. (Fast Pitch Only) Stolen bases and by whom. This includes a batter advancing to second base on an awarded base on balls.
- Q. (Fast Pitch Only) Sacrifice bunts and by whom.
- R. (Fast Pitch Only) The names of batters hit by a pitched ball and the names of the pitchers who hit them.
- S. (Fast Pitch Only) The number of wild pitches charged to each pitcher.
- T. (Fast Pitch Only) The number of passed balls charged to each catcher.

Section 8. STOLEN BASE. (Fast Pitch) A stolen base is credited to a runner whenever they advance one base unaided by a hit, put out, force out, fielder's choice, passed ball, wild pitch, an error, illegal pitch or obstruction.

Section 9. FORFEITED GAME. All records of a forfeited game will be included in the official records except that of a pitcher's won-lost record.

Section 10. TIE BREAKER RULE. In scoring, the run scored by the player starting as a runner at second base shall be charged to the defensive team and not the pitcher. Depending on the judgment of the official scorekeeper, a run scored by any other player will be charged to the pitcher's ERA.

RULE 12 - USE OF ASA PLAYING RULES

The ASA Softball Playing Rules shall only apply to ASA Championship Play. Provided, however, in accordance with Article 520(B) of the ASA Code, ASA Local Associations as well as other organizations may adopt or use all or any part of the ASA Softball Playing Rules as they deem appropriate for use in Non-Championship Play. The use of all or any part of such rules is strictly a local matter and such rules may be altered as league officials deem appropriate or necessary to conduct Non-Championship Play.

1. APPEALS

A. Types.

1. Missing a base, forward or backward, or touching the white portion only of the double base when a play is being made on the batter-runner at first base.

EXCEPTION: A play from foul territory, or an errant or missed throw pulling the defensive player into foul territory.

2. Leaving a base on a caught fly ball before the ball is first touched.
3. Attempting to advance to second base after making a turn at first base.
4. Batting out of order.

- B. Live.** In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if they are still on the playing field.

- C. Dead.** The dead ball appeal may be made:

1. Once all runners have completed their advancement and time has been called. Runners must be given ample opportunity, in the umpire's judgment, to complete their base running responsibilities. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The pitcher and the catcher are considered infielders for the appeal process. The appropriate umpire should then make a decision on the play.
2. When a ball goes out of play, runners must be given the opportunity to complete their base running responsibilities before the dead ball appeal can be made.

- D. May Not Return.** A runner may not return to touch a base missed or one left too soon on a caught fly ball if:

1. They have left the field of play.
2. A following runner has scored.
3. **Once a runner advances to and passes the next base awarded.**

NOTE: A "dead ball" should be called and runners given the opportunity to complete their base running responsibilities. Returning to touch a base missed or one left too soon must occur prior to an award; therefore, on an overthrow the umpire should hesitate in making the award while watching what the runner does. If the runner shows no intention of returning to touch a base missed or re-tag a base left too soon, then the umpire should make the award. Once the umpire awards bases, and if a runner reaches the first base of the award, and then for any reason retreats to a previous base missed or left too soon, this is an illegal act. The defense may appeal and the umpire should rule the runner out.

- E. **When.** Appeals must be made:
 1. Before the next pitch, legal or illegal.
 2. At the end of an inning, before the pitcher and all infielders have left fair territory on their way to the bench or dugout area.
 3. On the last play of the game, an appeal can be made until the umpires leave the field of play.
- F. **Advance.** Runners may advance during a live ball appeal. If the ball is not dead in fast pitch, each runner may leave their base when:
 1. The pitcher no longer has possession of the ball within the pitcher's circle.
 2. The pitcher makes a play on any runner; a fake throwing motion is considered a play. If time out is requested for an appeal, the umpire should grant time in fast pitch or slow pitch and runners may not advance until the next pitch.
- G. **More Than One Appeal.** More than one appeal play may be made, but guessing should not be allowed.
EXAMPLE: The runner misses second base by a step, but just touches the corner of third base. Even though an appeal is made at third base and the umpire called the runner safe, an appeal may be made at second base on the same runner.
- H. **Awards.** An appeal should be honored even if the base missed was before or after an award.
- I. **Plate and Tag Missed.** If a runner misses home plate and the catcher misses the tag, the umpire should hesitate. If no tag is made, the umpire should call the runner safe. If an appeal play is made by tagging the runner or home plate, the umpire should then render a decision.
- J. **Force Out.** When an appeal is the third out and a force out, no runs shall score. The force is reinstated when a forced runner retreats toward the base first occupied and they may be put out if the defense tags the runner or the base to which they are forced. When the batter-runner is put out prior to reaching first base, all force outs are eliminated. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
- K. **Tag-Ups.** When a runner leaves a base too soon on a caught fly ball and returns in an attempt to retouch, this is considered a time play and not a force out. When the appeal is the third out, all runs scored in advance of the appealed runner and prior to the legal appeal count.
- L. **Missing First Base Before the Throw Arrives.** When a runner passes first base before the throw arrives, they are considered to have touched the base unless properly appealed. On appeals involving the double base, when the batter-runner touches the white rather than the colored portion and a play is made, the same procedure applies. When an appeal is made in both situations, it must be made prior to the runner returning to first base while the ball is live.
EXCEPTION: If a play is being made from first base foul territory, or an errant or missed throw pulls the defensive player into foul territory, the

runner may touch the white or colored portion of the base. This is not considered missing the base.

- M. **Fourth-Out Appeal.** An appeal may be made after the third out of an inning as long as it is made properly. The appeal must be made on a runner who has scored but missed a base or left a base too soon. **EXAMPLE:** One out with runners on first and third base. The batter hits a fly ball that is caught. Both runners leave their base before the caught ball is touched. An appeal is made at first base for the third out. The defense then makes an appeal at third base before all infielders leave the infield. The runner on third base should be called out, and the run does not count.
- N. **End of Game.** When a situation arises that could lead to an appeal by the defense on the last play of the game, umpires should wait until all infielders have crossed the foul line on their way to the dugout before leaving the infield. If teams line up for “high-fives” there is little chance for an appeal even if the infielders have not crossed the foul line. Umpires should leave the field at this time. No appeal can be made once the umpires leave the field.

2. BALL ROTATION PROCEDURE.

Many local associations now use the same ball rotation procedure that is used in championship play. The procedure is as follows:

A. The pitcher has a choice of which ball to use at the start of each half inning. However, if both balls do not get into play in the first half of the first inning, the pitcher in the bottom half of the first inning **MUST** throw the unused ball. No choice is offered.

B. The current game ball should be used until it goes out of play or becomes unplayable. When the ball goes out of play, the umpire should put another ball in play. The pitcher now **MUST** pitch with that ball unless the ball is deemed unplayable by the umpire.

C. If the pitcher requests another ball because it is unplayable, give them another ball and remove the unplayable ball from the game. Do **NOT** give the pitcher a choice of balls when nothing is wrong with the ball.

D. After an inning is completed, the ball should be returned to the vicinity of the pitcher's plate by the team leaving the field. The pitcher taking the field now has a ball with which to start the next half inning. The pitcher may request another ball from the plate umpire, and the umpire should give them another ball after receiving the ball from the pitcher. The pitcher has now made their choice and must pitch that ball.

3. BAT WITH DENTS.

In determining whether or not a bat with a dent(s) is legal, an umpire should use a bat ring to slide over the barrel of the bat. Should the bat ring slide over the entire barrel, the bat is legal.

4. BATTING WITH AN ILLEGAL BAT:

When a batter uses an illegal or altered bat and reaches base safely, and the next batter steps into the batter's box with the same bat, the following penalty is in effect:

A. If noticed before a pitch is thrown to the next batter, the umpire should call out the batter who used the bat and is now on base.

B. If the bat is altered, the player is ejected from the game and the tournament. The bat is removed from the game, runners put out prior to discovering this infraction remain out, and runners not put out return to the base they occupied at the time of the batted ball.

C. After a pitch to the current batter, that batter is called out and there is no penalty to the previous batter for using the illegal or altered bat.

5. BATTER REMAINS IN BATTER'S BOX. (Junior Olympic Fast and Slow Pitch and Adult Modified Pitch Only)

This rule is not intended to penalize the player, but is used to speed up the game. The batter can still get a signal with one foot in the box and take practice swings.

If the batter leaves the box illegally, a warning should be given. Any number of warnings on the same batter may be given. A strike should not be called without a warning. One, two or three strikes may be called on the same batter under this ruling.

6. BATTING ORDER IS OFFICIAL.

The batting order is considered official when it is reviewed by the manager and the plate umpire at the pre-game meeting. Once the manager approves the line-up and returns it to the umpire, any changes thereafter are considered a substitution.

7. BATTING OUT OF THE BATTER'S BOX.

To call a batter out for batting out of the batter's box, one foot or both feet must be on the ground completely outside the lines of the batter's box when contact is made with the ball. The lines of the batter's box are considered inside the batter's box.

A batter should be called out immediately for hitting a pitched ball while out of the batter's box, or for re-entering the batter's box and making contact with the ball. The ball is dead, and the batter is out whether the ball is fair or foul. When there are no batter's box lines, good judgment should be used and the benefit of doubt should go to the batter. If contact is not made with the ball, there is no penalty.

8. CATCHER'S BOX.

The catcher's box is described in Rule 2, Section 3 D.

(Slow Pitch) The catcher may not have any part of their body or equipment touching the ground outside the lines of the catcher's box until the ball is batted, touches the ground or plate, hits the batter, or reaches the catcher's box. It is an illegal pitch if the catcher touches the ground outside the lines of

the catcher's box. The catcher, even when within the catcher's box, may still obstruct the batter.

(Fast Pitch) Catchers must remain in the catcher's box until the pitch is released. The catcher may move closer to the plate without penalty when the batter is positioned in the front portion of the batter's box during a pitch. However, the catcher must, at all times, still avoid catcher's obstruction as the batter has the right to the entire batter's box.

Obstruction does not require contact between the catcher and the bat or the batter. The umpire's request for the catcher to move farther away from the batter to avoid injury or obstruction should be obeyed. (See catcher obstruction under RS #36.)

9. CHARGED CONFERENCES.

A. **Defensive.** A defensive charged conference occurs when the defense requests a suspension of play for any reason, and a representative enters the playing field to communicate with any defensive player. Should a defensive player approach the dugout and receive instructions, this is considered a defensive conference. The umpire should advise a team representative when a defensive conference has been charged. **A TEAM IS ALLOWED THREE CONFERENCES PER SEVEN INNINGS.** They may use all three conferences in one inning or spread them out over a seven inning game. Once the three conferences have been used, the pitcher must be removed for each additional charged conference. In extra inning games, there will be one charged conference allowed in each extra inning. On the second conference in an extra inning of a game, the pitcher must be removed. If the pitcher returns to the pitching position after being removed and one pitch is thrown, the pitcher is disqualified.

B. **Offensive.** An offensive charged conference occurs when the offensive team requests a suspension of play and is granted time by an umpire to permit a team representative to confer with a batter, a runner(s), or another team representative. Only one such conference is allowed per inning. The umpires should refuse to grant the second conference.

EFFECT: If the offensive team insists on holding a second conference in an inning after being informed by the umpire that it is not permitted, the umpire should eject the team representative from the game.

It is not an offensive conference when a team representative confers with a batter and / or runner(s) during a defensive charged conference as long as they are ready to play when the defense is ready, or when the pitcher is putting on a warm-up jacket.

C. **Umpires.** A conference should not be charged to either team when time-out is called by the umpire for a legitimate reason. **FOR EXAMPLE:** An injured player, blood rule, scorekeeper problems, field maintenance repairs, etc. A coach may confer with a pitcher, batter, or a runner during an umpire's time-out without penalty, as long as they are ready to continue once the problem is resolved.

10. CHECK SWING / BUNT STRIKE.

Normally, there are four areas which constitute whether or not a batter swung at the pitched ball or checked their swing.

- A. Did the batter roll their wrists?
- B. Did the batter swing through the ball and bring back the bat, unless the batter draws the bat back before the pitch arrives?
- C. Was the bat out in front of the body?
- D. Did the batter make an attempt to hit the pitch?

On a bunt attempt where the batter puts the bat across the plate and the pitched ball is out of the strike zone, a ball should be called unless the batter moves the bat toward the ball.

In each of the above situations, the umpire should think in terms of priorities. First, was the pitch in the strike zone? If so, it is simply a strike. Second, did the batter swing at the pitched ball, or, in the case of a bunt attempt, did the batter move the bat toward the pitched ball? In either case, it is the plate umpire's call. If in doubt, or if blocked out, the umpire should call the pitch a ball. If the umpire calls the pitch a ball and the catcher requests the umpire to go for help, the plate umpire should ONLY ask for help if there is doubt in their mind as to whether or not the batter swung at the pitched ball. On a missed bunt attempt with two strikes, the dropped third strike rule applies. (Rule 8, Section 1 B)

11. COMMUNICATION DEVICES.

Communication devices are not allowed on the playing field or in the dugouts. Head phones and ear phones have been used by coaches to communicate from one coaches' box to the other, to communicate between coaches and the dugout, and from the stands to the dugout. Signs and signals have been stolen while outside the field of play, stands or the outfield area and communicated to coaches or players. Therefore, umpires must prohibit any use of such equipment. Electronic scorebooks, however, are not considered a communication device and are legal for use by base coaches.

12. COURTESY RUNNER.

The "courtesy runner" is a part of the Junior Olympic Girls and Boys Fast Pitch and Master and Senior Fast and Slow Pitch divisions of play.

- A. In J.O. play, only players who have not been used in the game can be used as a "courtesy runner", but only for the pitcher and catcher.
- B. In Master and Seniors Fast Pitch, "courtesy runners" may be ANY player on the line-up card and may be used once per inning, but only for the pitcher and catcher.
- C. In Masters Men and Women's Slow Pitch "courtesy runners" may be ANY player on the line-up card and may be used once per inning.
- D. In Senior Men and Women's Slow Pitch, unlimited "courtesy runners" may be used and can be ANY player on the line-up card.

A “courtesy runner” not reported is disqualified when brought to the umpire’s attention by the offended team. See Rule 8, Sections 9 and 10 for other guidelines to follow.

13. CRASHING INTO A FIELDER WITH THE BALL. (INTERFERENCE)

In an effort to prevent injury and protect a defensive player attempting to make a play on a runner, a runner must be called out when they remain on their feet and crash into a defensive player who is holding the ball and waiting to apply a tag. To prevent the out ruling, the runner may slide, jump over the defender holding the ball, go around the defender or return to the previous base touched. If the act is determined to be flagrant, the offender is ejected. A runner may slide into the fielder.

- A. When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of the crash as this constitutes interference.
- B. When, as in A above, the runner crashes into a fielder holding the ball before being put out and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate succeeding runner is also called out. Rule 8, Section 7 J.
- C. When a crash occurs after the runner is called out, the runner closest to home plate is also out. Rule 8, Section 7 P.
- D. When an obstructed runner crashes into a fielder holding the ball, the obstruction is ignored and the runner is out. (Rule 8, Section 7 Q) This type of award, Rule 8, Section 5 B (2 and 3), does not give the runner the right to violate Rule 8, Section 7 Q.
- E. When a runner runs outside the three-foot lane to avoid a crash with a defender holding the ball and waiting to apply a tag, the runner should be called out.
- F. When a defensive player is fielding a thrown ball and the flight of the ball carries or draws them into the path of the base runner, it is not a crash.
- G. When the ball, runner and the defensive player arrive at the same time and place, and contact is made, the umpire should not invoke the crash rule, interference, or obstruction. This is merely incidental contact, or what some persons commonly call, “a wreck.”

NOTE: If the ball does not enter dead ball territory in either E or F, the ball remains live.

14. DELAYED DEAD BALL.

There are five situations in which a violation of a rule occurs, the umpire recognizes the violation, but the ball remains live until the conclusion of play. These situations are:

- A. An illegal pitch. (Rule 6, Section 1-8 Fast Pitch and Modified Pitch) (Rule 6, Section 1-7 Slow Pitch and 16-Inch Slow Pitch)
- B. Catcher’s obstruction. (Rule 8, Section 1 D)
- C. Plate umpire interference. (Rule 8, Section 6 F)
- D. Obstruction. (Rule 8, Section 5 B)

- E. Batted or thrown ball contacts detached equipment. (Rule 8, Section 5 F)
In each situation, once the play is completed, the proper enforcement should be made.

15. DESIGNATED PLAYER OR DP (Fast Pitch).

The designated player may be listed in any of the nine batting positions in the batting order. The player listed tenth in the batting order plays defense for the DP, but may also play offense for the DP, and is called the FLEX.

- A. A designated player (DP) may be used for any defensive player provided it is made known to the plate umpire prior to the start of the game. The DP must be indicated on the line-up card as one of the nine hitters in the batting order.
- B. The name of the player for whom the DP is batting, FLEX, must be placed in the tenth position in the batting order.
- C. The DP and any substitutes for the DP must remain in the same position in the batting order throughout the game. The FLEX and all substitutes for the FLEX must enter the game in the tenth position in the line-up card.
- D. The DP may be substituted for at any time by a pinch hitter or pinch runner. The substitute becomes the DP and has all the options of the DP position. The starting DP and a substitute for the DP may not be in the game at the same time.
- E. The FLEX may be substituted for at any time. The substitute becomes the FLEX and has all the options of the FLEX position. The starting FLEX and a substitute for the FLEX may not be in the game at the same time.
- F. The starting DP and their substitute may be replaced by the FLEX as a hitter or as a runner. This reduces the number of players in the game from ten to nine. The DP and the FLEX may not be on offense at the same time.
- G. The FLEX may be replaced on defense by the DP. This reduces the number of players in the game from ten to nine. The DP and the FLEX may be on defense at the same time.
- H. The starting DP may re-enter the game one time, but only in the original DP position in the batting order. If the DP re-enters and the FLEX is batting in the DP position, the FLEX must:
 - 1. Return to the number ten position in the line-up and play defense only. This is not considered to have left the game. Or,
 - 2. Leave the game.
- I. The starting FLEX may re-enter the game one time and must:
 - 1. Return to the original FLEX position, tenth in the line-up card, or
 - 2. Take the place of the starting DP in the batting order. If the FLEX re-enters and the DP is playing defense in the FLEX position, the DP must continue to bat in the DP position in the batting order, play offense only or play defense for another player. This is not considered to have left the game.

- J. The DP may play defense for any player and at any position. Should the DP play defense for a player other than the FLEX, that position player continues to bat and does not play defense. That player is not considered to have left the game.
- K. The role of the DP / FLEX is never terminated. A team may go from ten to nine players and back to ten players any number of times during the game. The game may end with ten or nine players.
- L. If the DP replaces the FLEX, or the FLEX replaces the DP, the change must be reported to the umpire. If not reported, the change is treated the same as an unreported substitute.

16. DUGOUT CONDUCT.

This rule reflects on all game participants. Once the game begins, only players involved in the game may be outside the dugout, except when the rule allows or the reason is justified by an umpire. A manager walking on the field for a conference is an example of a rule allowing a coach or player on the field. An example of umpire justification is when a game participant must leave the dugout to go to the restroom. Except for the on-deck batter, players may not be out of the dugout between innings standing near the batter's box observing the pitcher warming up, nor should game participants be allowed to step outside the dugout to have a smoke or to observe the game from behind the backstop.

17. EQUIPMENT ON THE PLAYING FIELD.

Loose equipment, miscellaneous items or a detached part of a player's uniform, other than that being legally used in the game at the time, should not be within live ball territory. Official equipment which may be in live ball territory with no penalty includes the batter's bat, the catcher's mask, umpire paraphernalia, a helmet which has inadvertently fallen off an offensive or defensive player during play or any equipment belonging to a person assigned to the game. Loose equipment, miscellaneous items or detached uniform parts which are in live ball territory and are not being legally used in the game at the time could cause a blocked ball or interference.

A. Thrown Ball.

- 1. When a thrown ball hits loose equipment belonging to the team at bat, the ball is dead immediately. If such action interferes with a play, interference should be ruled. The runner being played on at the time of the interference is called out, and each runner must return to the last base touched prior to the interference. If a play is not apparent, a blocked ball should be ruled, no one is called out, and all runners must return to the last base touched at the time of the dead ball.
- 2. When the loose equipment belongs to the team in the field, it becomes a blocked ball and the overthrow rule applies.

B. Batted Ball.

- 1. A batted foul ball touching loose equipment is a foul ball.
- 2. A batted fair ball touching loose equipment belonging to:

- a. The offense, it is a dead ball and runners return, unless they are forced to advance when the batter-runner is awarded first base on a base hit, or
- b. The defense, it is a dead ball and all runners, including the batter-runner, are awarded two bases from their position at the time of the pitch.

18. EXTRA PLAYER OR EP (Slow Pitch).

If a team uses the EP, it must be indicated on the line-up card at the start of the game. The team must end the game with 11 players or play using the shorthanded rule.

All 11 players bat, but only ten play defense. Defensive changes may be made at any time; however, the batting order may not change. **EXAMPLE:** The EP may sit on the bench one inning, play third base one inning, play the outfield one inning, sit on the bench again and then play first base. All these defensive changes are legal as long as the EP remains in the same position in the batting order. This applies to all of the starting 11 players.

Any of the 11 starting players may leave the game once and re-enter. A starting player and their substitute may not be in the game at the same time. If this occurs, the player listed in the wrong position in the batting order is disqualified.

19. FAKE TAG.

A fake tag occurs when a fielder without the ball deceives the runner by impeding their progress; for example, causing a runner to slide, slow down or stop running.

1. Obstruction is called when a fake tag is made as mentioned above. The umpire should signal delayed dead ball and let the play continue to its completion. The obstructed runner, and each runner affected by the obstruction, should always be awarded the base or bases they would have reached had the obstruction not occurred. Again, each runner is awarded only the base or bases that in the judgment of the umpire they would have reached had there not been obstruction.
2. The umpire should rule obstruction on all fake tags. Continued fake tags should result in ejections. In flagrant cases where the sliding player gets hurt, the offending player should be ejected without warning.
3. When a fielder fakes a tag but the runner continues on to the next base without sliding or breaking stride, there is no rule violation since the runner's progress was not impeded. However, a warning should be given.

20. FALLING OVER THE FENCE ON A CATCH.

The fence is an extension of the playing field, which makes it legal for a player to climb the fence and make the catch. When a player catches a ball in the air and their momentum carries them through or over the fence, the catch is legal, the batter-runner is out, the ball is dead, and with fewer than two outs all runners are advanced one base without liability to be put out. Guidelines

are as follows:

1. When a player catches the ball before they touch the ground outside the playing area, the catch is legal, or
2. When a player catches the ball after they touch the ground outside the playing area, it is not a catch. When a collapsible, portable fence is used and a defensive player is standing on the fence when the catch is made, it is a legal catch. A defensive player may climb a fence to make a legal catch; therefore a defensive player should also be able to stand on a fence that has fallen or is falling to the ground. As long as the defensive player has not stepped outside the playing area, the other side of fence, the catch is legal.

21. FORCE OUT.

A force out can be made by tagging a runner who is forced to advance to a base as the result of the batter becoming a batter-runner, or by touching the base to which they are being forced. It is not possible to have a force out on a caught fly ball as the batter-runner is no longer a runner. On an appeal play, the force out is determined at the time the appeal is made, not when the infraction occurred.

22. FOUL BALL / FOUL TIP

The reference of the “height of the batter’s head” as it relates to a Foul Ball and Foul Tip no longer applies. This change, instituted in 2006, allows more opportunity for the catcher to obtain “outs” by catching foul batted balls the same as the first and third base person who is playing closer to home plate. Umpires only need to judge whether the ball moves from the bat “sharply” and “directly” versus a ball that has a perceptible arc and / or if the catcher moves their glove / mitt to catch the ball after contact with the bat.

The definition of a foul ball has not changed. However, a foul tip is now defined as a batted ball that goes sharply and directly from the bat to the catcher’s glove / mitt or hand and is legally caught by the catcher. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball remains live in Fast Pitch and Slow Pitch with stealing. It is not a catch if the ball rebounds off the catcher, unless the ball has first touched the catcher’s glove / mitt or hand. Again, a foul tip can only be caught by the catcher. Examples of foul ball and foul tip follow:

- A. A foul ball with “perceptible” arc goes toward the catcher’s left and the catcher moves their glove / mitt to catch the ball. In this situation, the batter is out and the ball remains live just as it would when any other fielder catches a foul fly ball.
- B. The foul ball rebounds from the bat with a “perceptible arc” shoulder high and the catcher moves upward with the glove / mitt to make the catch. In this situation, the batter is out and the ball remains live just as it would when any other fielder catches a foul fly ball.
- C. The pitcher throws a rise ball and the catcher is moving up as the

pitch is on the way to home plate. The batter squares to bunt the ball above their head and the ball goes in a straight line from the bat to the glove / mitt and the catcher catches the ball. In this situation, it is a foul tip. It does not matter that the ball is above the batter's head. The only thing that matters when determining whether it is a foul tip is the fact that the ball goes directly from the bat to the catcher's glove / mitt or hand and then is caught by the catcher.

Umpires must be alert to the fact that runners need to tag-up on a batted foul ball that is caught. This increases the opportunity for more "outs", not only with the catcher catching the ball but the opportunity for more appeal plays with a runner leaving a base too soon on a caught fly ball. Remember, the runner must wait until "first touch" before breaking contact with a base on a caught fly ball, fair or foul. Runners may leave when the pitch is released in Fast Pitch and when the pitch reaches the front edge of home plate in Slow Pitch with stealing, if the ball is judged to be a foul tip.

23. GLOVE / MITT (Using an illegal glove / mitt).

- A. If discovered or brought to the umpire's attention, it should be corrected immediately. If a player refuses to correct the use of an illegal glove / mitt, they may not play.

24. HITTING THE BALL A SECOND TIME.

When considering the act of a batter hitting the pitched ball a second time, umpires should place the act into one of three categories.

- A. If the bat is in the hands of the batter when the ball comes in contact with bat, and the batter is in the batter's box, it is a foul ball. If, when the bat contacts the ball a batter's entire foot is completely outside the batter's box, the batter is out. When in doubt, don't guess the batter out. Call a foul ball.
- B. If the bat is out of the batter's hands, dropped or thrown, and it hits the ball a second time in fair territory, the ball is dead and the batter-runner is out. However, if the BALL hits the bat on the ground, the batter is not out and the umpire must then determine whether the ball is fair or foul based on the fair / foul rule. If the ball rolls against the bat in fair territory, the ball remains live. If the ball stops or is touched in fair territory, it is a fair ball. If the ball touches the bat in fair territory and then rolls to foul ground and stops, it is a foul ball. If the ball rolls against the bat in foul territory, it is a foul ball.
- C. If a batter swings at and misses the pitched ball but:
1. Accidentally hits it on the follow-through, or
 2. Intentionally hits it on the second swing, or
 3. Hits the ball after it bounces off the catcher or mitt / glove.

The ball is dead, and all runners must return to the base they occupied prior to the pitch. (FP and 16" SP) In (2) and (3), if the act is inten-

tional with runners on base, the batter is called out for interference. If this occurs on strike three in fast pitch, Rule 8, Section 2F has precedence.

25. HOME RUNS (SLOW PITCH) AND RUNNING BASES.

This rule applies only to games involving Women's Open, Coed Major, and Men's Class "A" Slow Pitch divisions. It does not apply to Masters or Senior Slow Pitch Play. When an over-the-fence home run is hit, the batter and all base runners may go directly to the dugout. Appeals for runners missing a base are not allowed. This speeds up the game as batters and runners do not have to run the bases.

26. HOME RUNS / FOUR BASE AWARDS / GROUND RULE DOUBLES.

When a ball does not hit the ground and leaves the playing field in fair territory, it is a home run. In Slow Pitch, any fair fly ball touched by a defensive player on either side of the fence that clears or has cleared the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.

- A. A batted ball hitting a foul pole above the fence is a home run.
- B. A batted ball hitting the top of the fence and bouncing over in fair territory is a home run.
- C. A batted ball going over the fence in fair territory at a distance shorter than the recommended minimum distance is a two base award.
- D. A batted ball hitting a defensive player in fair territory, but going over the fence in foul territory is a two base award.
- E. A batted ball that leaves the park in fair territory and first touches the ground in foul territory is a home run.

27. IMAGINARY LINE OR DEAD BALL AREA.

When a fielder carries a live ball into a dead ball area, the ball becomes dead and a base or bases are awarded to all runners. If the act is unintentional, the award is one base. If the act is intentional, the award is two bases. The base award is governed from the last base legally touched at the time the ball became dead.

When a chalk line is used to determine an out-of-play area, the line is in play. If a fielder is touching the line, the fielder is in the field of play and may make a legal catch or throw. If a foot is on the ground completely in dead ball territory, not touching the line, the ball becomes dead and a play may not be made.

When a player has one foot inside the line or touching the line, and another foot in the air at the time the catch is made, the catch is legal and the batter is out. If the fielder then steps into a dead ball area, foot on the ground, the ball becomes dead and all runners are awarded one base from the last base touched when the ball became dead.

Defensive players cannot take advantage and intentionally throw or step into a dead ball area in order to prevent a runner who has missed a base or left a base too soon from returning to the base. If it is ruled that the defensive

player intentionally threw the ball or stepped into the dead ball area, allow the runner to return to the base.

28. INFIELDER

An infielder, pitcher, or catcher for purposes of an appeal play or the infield fly rule is any player who defends the area of the field around first, second, third or shortstop areas. This also assists in placing fielders in the COED slow pitch game, which requires four players in the outfield and four in the infield.

29. INJURED PLAYER

During any live ball, when a player becomes injured and, in the umpire's judgment, requires immediate attention, the umpire should call time and allow first aid treatment. If runners are on base when time out is called, those runners should be awarded the bases that the umpire judges they would have reached if time out not been called.

30. INTENTIONALLY DROPPED BALL.

The ball cannot be intentionally dropped unless the fielder has actually caught it, and then drops it. Merely guiding the ball to the ground is not an intentionally dropped ball.

31. INTENTIONAL WALK (Fast Pitch).

The ball is live during an intentional walk in fast pitch. All defensive players must be in fair territory until the pitch is released, except the catcher who must remain in the catcher's box and the pitcher who must be in a legal pitching position at the start of each pitch. If the defensive players do not position themselves in fair territory, an illegal pitch should be called each time a pitch is made while a member of the defense is standing in foul territory. All four pitches must be thrown to the catcher.

32. INTENTIONAL WALK (Slow Pitch).

An intentional walk is permissible and occurs during a dead ball. A pitch is not required and the intentional walk starts by the defensive team notifying the plate umpire of their intent. The umpire should call time out and award the batter first base without liability to be put out. A possible appeal on a previous play is nullified. When two successive batters are walked intentionally, the second walk may not be administered until the first batter reaches first base.

33. INTERFERENCE.

Interference is the act of an offensive player or team member that impedes, hinders or confuses a defensive player attempting to execute a play. Interference may be in the form of physical contact, verbal distraction, visual distraction, or any type of distraction that hinders a fielder in the execution of a play. Defensive players must be given the opportunity to field the ball anywhere on the playing field or throw the ball without being hindered.

- A. Runner interference includes:
1. A runner or batter-runner who interferes with a fielder executing a play, including the batter-runner touching the white portion of the double base at first base and colliding with the fielder trying to catch a thrown ball from a fielder,
 - a) When a runner interferes with a fielder, the umpire must determine if the interference occurred before or after the runner who interfered was put out and then apply the appropriate rule.
 - b) When a runner is hit by a fair batted ball, it is interference if it occurred before the ball passed an infielder, excluding the pitcher, and provided the runner was not in contact with the base. It is interference if the batted ball deflects off one defensive player and the runner interferes with any defensive player who has an opportunity to make an out.
 - c) A runner could be standing on a base and a defensive player bumps the runner while watching the flight of the ball. If the defensive player fails to make a catch on a ball that could have been caught, it is the umpire's judgment whether or not interference should be called. The rule provides that a runner must vacate any space needed by a fielder to make a play on a batted ball, unless the runner has contact with a legally occupied base when the hindrance occurs. In this case, the runner should not be called out unless the hindrance is intentional.
 - d) If interference occurs by the runner on a foul fly ball not caught but, in the umpire's judgment, could have been caught with ordinary effort had interference not occurred, the runner is out and the batter is also out. If, in the judgment of the umpire, the foul fly ball could have not be caught with ordinary effort, a strike is called, the ball is dead, and the batter remains at bat. (Slow Pitch) If on the third strike, the batter is out.
 - e) For crash interference, refer to RS #14.
 2. A runner or batter-runner who is hit by a fair touched or untouched batted ball, or
 3. Interfering with a thrown ball.
- B. Batter interference occurs while the batter is at bat and before the ball is batted. It occurs in fast pitch when the batter interferes with the catcher's throw on an attempted steal or when the batter interferes with the catcher on a play at the plate. The batter's box is not a sanctuary for the batter when a play is being made at the plate. Interference could also occur when a batter releases the bat in a manner that it hits the catcher and prevents them from making a play. If the batter merely drops the bat and the catcher trips over it, there is no interference. Batter interference is also described in RS #24B.
- C. Offensive players in the dugout may be charged with interference if they interfere with a fielders' opportunity to make an out on a fly ball.

- D. On-deck batters may be charged with interference if they interfere with a throw, a possible tag on a runner, or a fielder's opportunity to make an out on a fly ball.
- E. Coach's interference occurs when a base coach runs toward home and draws a throw or when they interfere with a fielder attempting to catch or throw a ball. The coach's box is not a sanctuary.
- F. Spectator interference occurs when a spectator:
 - 1. Enters the field and interferes with a play.
EFFECT: The batter and runner(s) should be placed at the bases that they would have reached had spectator interference not occurred. The field belongs to the fielder and the stands belong to the spectator. Or
 - 2. Reaches onto the field from the stands and prevents a fielder from catching a fly ball in the field of play.
EFFECT: A dead ball is ruled and the batter is out. All runners should be placed at the bases they would have reached had the interference not occurred. It is not interference if the fielder reaches into the stands.
- G. Umpire interference occurs:
 - 1. When an umpire is hit by a fair, untouched batted ball before it passes an infielder, excluding the pitcher. The batter-runner is awarded first base. This is an exception to the statement that someone must be called out on interference.
 - 2. (Fast Pitch & Slow Pitch with Stealing) When an umpire interferes with a catcher's attempt to put out a runner stealing, or an attempted pick-off from the catcher to any base. It is interference only if the runner is not put out; in which case runners are returned to the base they occupied at the time of the pitch. Umpire may not be called in any other case.

When batter, batter-runner, runner, on-deck batter or coach interference occurs, the ball is dead, someone must be called out, and each other runner must return to the last base touched at the time of the interference.
- H. Offensive team interference occurs when a thrown ball strikes loose equipment left in live ball territory; but only when play is actually affected (RS #18).
- I. Batter-Runner interference occurs when the batter-runner steps back while running to first base to avoid a tag by a defensive player, or when running to first base, runs outside the three foot lane over fair or foul territory and interferes with a thrown ball to first base.

34. LOOK-BACK RULE (Fast Pitch) (Rule 8 Section 7 T).

When a runner is legitimately off base after a pitch, or as a result of a batter completing their turn at bat, and is stationary when the pitcher has the ball in the circle, the runner **MUST** immediately attempt to advance to the next base or immediately return to the base left.

The responsibility is entirely on the runner. There is no obligation on the

pitcher to look, fake or throw.

- A. The “look back” rule does not go into effect for any runner until the batter-runner touches first base or is called out, and the pitcher has control of the ball within the eight foot radius circle.
- B. Failure to immediately proceed to the next base or return to their original base after the pitcher has the ball within the circle results in the runner being called out.
- C. Once the runner returns or stops at any base for any reason, the runner is out if they leave that base.

EXCEPTION B-C: A runner will not be declared out when:

- 1. A play is made on another runner, or
- 2. The pitcher leaves the circle or drops the ball, or
- 3. The pitcher releases the ball to the batter, or
- 4. The pitcher places the ball under their arm or between their legs to free both hands to fix their uniform, hair, etc. The ball is not controlled unless it is held in the glove or hand. Once the pitcher controls the ball again in the glove or hand, the “Look Back” rule is again in effect.
- D. If multiple runners are off base and more than one umpire calls a runner out, the umpires must determine which runner was called out first and return the other runner(s) to the base they left. When a runner is declared out in this situation, the ball is dead. It is impossible to call two outs on the “look back” rule.
- E. A pitcher fielding a ball in the circle is an infielder and runners can leave their base. If runners leave their base, the same rule applies while the pitcher holds the ball in the circle: once the runner stops, they must decide which way to continue or be called out.
- F. A base on balls or a dropped third strike is treated as a batted ball if the batter-runner continues past first base without stopping or stops only once and then immediately moves one way or the other. However, if the runner stops at first base and then steps off the base after the pitcher has the ball in the circle, the runner is out.
- G. Batter-runners overrunning first base can not start back to the base, and before reaching first advance to second base. If a batter-runner commits to first base, moving toward first base, the runner must return to that base. The batter-runner may not change their mind and advance to second base once they have started moving directly to first base following the overrun. If they do so, the runner is out. Umpire’s judgment determines what is committing toward a base.
- H. If a runner is moving toward a base, other than first base, when the pitcher receives the ball in the circle, that runner may stop once then immediately advance to the next base or return to the previous base. A runner failing to advance to the next base or return to the previous base should be called out. Making an attempt or fake justifies the runner being called out. If, after the pitcher has the ball in the circle, the runner starts back to their original base or forward to another base and then stops or reverses

direction, the runner is out unless the pitcher makes a play on them or another runner. When a play is made on any runner, other runners may also stop or reverse their direction.

- I. A runner is out when standing off the base and they do not immediately attempt to advance or return after the pitcher has the ball in the circle.
- J. While in the circle and in possession of the ball, any act by the pitcher that, in the umpire's judgment, causes the runner to react is considered making a play.
- K. The pitcher must have control of the ball while in the circle. Placing the ball on the ground, holding the ball between their legs or under their arm is not considered having control of the ball.
- L. Being in the eight-foot circle is defined as both feet within or partially within the lines. The pitcher is not considered in the circle if either foot is completely outside the lines.

35. MEDIA COVERAGE.

Media authorized by the tournament committee can be on the playing field. All media personnel must be able to move to avoid being hit by an errant throw or by a batted ball. Should the media accidentally be hit, the ball remains live. All photographic equipment must be carried or on the photographer. No equipment can be left on the ground, including tripods. Should an errant throw or batted ball become lodged in the photographer's equipment, the overthrow or out of play rule applies.

36. OBSTRUCTION.

Obstruction is the act of a fielder:

- A. Not in possession of the ball, or
- B. Not in the act of fielding a batted ball,

which impedes the progress of a batter-runner or runner who is legally running the bases.

If a defensive player is blocking the base or base path without the ball, they are impeding the progress of the runner and this is obstruction. In past years, coaches taught their players to block the base, catch the ball and make the tag. Now defensive players must catch the ball, block the base and then make the tag.

Whenever obstruction occurs, whether or not a play is being made on a runner, the umpire should declare obstruction and signal a delayed dead ball. The ball remains live. If the obstructed runner is put out prior to reaching the base they would have reached had obstruction not occurred, a dead ball is called and the obstructed runner, and all other runners affected by the obstruction, shall be awarded the base(s) they would have reached, in the umpire's judgment, had obstruction not occurred. An obstructed runner may be called out between the two bases the runner was obstructed if the runner is properly appealed for missing a base or leaving a base before a fly ball is first touched. If the runner committed an act of interference after the obstruction or passed another runner, this

also would overrule the obstruction.

When an obstructed runner is awarded a base that they would have reached had obstruction not occurred and a preceding runner is on that base, the obstructed runner shall be awarded that base and the runner occupying it is entitled to the next base without liability to be put out.

When an obstructed runner safely obtains the base they would have been awarded, in the umpire's judgment, had obstruction not occurred and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the two bases where they were obstructed. That runner may now be put out anywhere on the base paths.

It should also be clear that the statement "a runner cannot be called out between the two bases the runner was obstructed" does not apply when the runner committed another violation and that violation is being played upon. **EXAMPLE:** A runner leaving second base too soon on a fly ball is returning after the ball is caught and is obstructed between second base and third base. If the runner would not have made it back to second base prior to the throw arriving, the runner remains out.

Should the obstructed runner be put out after passing the base they would have reached had obstruction not occurred, the runner is advancing at their own risk and, if tagged, should be called out. The ball remains live and other plays may be made.

When the runner is obstructed during a rundown, a delayed dead ball is declared and signaled. If the runner is tagged out after being obstructed, a dead ball is called and the runner is awarded the base they would have made had obstruction not occurred. Should the ball be overthrown after the obstruction, the runner may advance. The runner may not be called out between the two bases where they were obstructed.

Catcher obstruction is a delayed dead ball call. Should catcher obstruction be called when the batter hits the ball, but the batter-runner reaches first base safely and all other runners advance at least one base, the obstruction is canceled. All action as a result of the batted ball stands. Should the batter not reach first base, or if one of the other runners does not advance at least one base, the manager of the offensive team has the option of taking the result of the play or taking the award. The award is, place the batter at first base and runners are advanced **ONLY** if forced because of the award to the batter.

Should catcher obstruction occur when a batter steps out of the batter's box on a legitimate attempt to hit the ball, the obstruction takes precedence and the penalty for catcher obstruction is enforced.

NOTE: The batter must be given the opportunity to hit the ball. Should the batter delay their swing, and clearly the attempt is no longer to hit the ball but rather to interfere with the catcher's throw on a steal attempt, interference should be called on the batter. (Also see RS #8 - Catcher's Box)

(Fast Pitch and Slow Pitch with stealing allowed) Should a catcher reach forward, over or in front of home plate, in an attempt to catch the pitched ball, catcher's obstruction may be ruled.

37. OVER-RUNNING FIRST BASE.

After over-running first base, the batter-runner may legally turn to their left or right when returning to the base. If any attempt is made to advance to second base, regardless of whether the runner is in fair or foul territory, they are liable for an appeal out if tagged with the ball by a defensive player while off the base. Overrunning first base on the look back rule is covered under RS # 34.

When using the double base, the batter-runner may use the white portion any time a play is not being made at first base. If a play is made at first base, but the ball is overthrown or the fielder is pulled off the base by an errant or missed throw, the batter runner is now allowed to use the white portion of the base. Should the batter-runner overrun first base and return to either portion of the base before an appeal, an appeal is not allowed.

38. OVERTHROWS.

Runners are always awarded two bases on balls that are overthrown or become blocked as a result of hitting loose equipment that belongs to the defensive team and should not be on the field (RS #18). Regardless of who made the throw, two bases are awarded from the last base touched at the time the thrown ball was released.

The runner's direction of movement has no effect on the award. When an overthrow is made on a runner returning to a base, the runner is awarded two bases from that base.

EXCEPTION: When the runner is returning to first base and the throw is from the outfield, it leaves the outfielder's hand while the runner is between 2B and 3B, but the runner is between 1B and 2B when the ball goes out of play, the runner is awarded home plate.

When two runners are between the same bases at the time of the award, the award is determined by the position of the front runner. Two runners between first base and second base will be awarded second base and third base; however, if two runners are between second base and third base, both will be awarded home plate. Should the umpire err in the award of bases, after one pitch, legal or illegal, the umpire may not change the award.

When a fielder loses possession of the ball on an attempted tag and the ball then enters dead ball territory or becomes blocked, all runners are awarded one base from the base last touched at the time the ball entered dead ball territory, or became blocked.

(Fast Pitch and Slow Pitch with Stealing) On pitched balls that go out of play, runners are awarded one base from the last base touched at the time of the pitch. Should a batter receive a base on balls and the fourth ball gets away from the catcher and goes out of play, the award is first base only.

39. PASSING A RUNNER.

Passing a runner may occur while runners are advancing or returning to a base. Normally it occurs when a lead runner stops to see if a ball will be caught and the trail runner, also watching the ball, does not see the lead runner stopped. The trail runner, the runner doing the passing, is called out and the

ball remains live. To pass a runner, the trail runner must pass the entire body of the lead runner, not just an arm or leg ahead of the trail runner.

40. PITCHING (Fast Pitch).

There are six basic features in the pitching rule. These are:

- A. **Contact with the Pitcher's Plate.** The pitcher must have both feet on the ground within the 24-inch length of the plate. The shoulders shall be in line with first and third base.
The male pitcher shall take a position with the pivot foot in contact with the pitcher's plate and the non-pivot foot on or behind the pitcher's plate.
The female pitcher shall take a position with both feet in contact with the pitcher's plate.
- B. **Signal.** A pitcher must take a signal or simulate taking a signal from the catcher while in contact with the pitcher's plate as described in (A) above. The ball must be held in the hand or the glove / mitt while taking the signal. The ball held in one hand may be in front of or behind the body. Taking or simulating taking a signal prevents the pitcher from walking onto the pitcher's plate and putting the batter at a disadvantage by throwing a quick pitch. The actual signal may be taken from the catcher, the dugout or any other location.
- C. **Preliminary to Delivery.** MALE pitchers shall have one or both feet in contact with the pitcher's plate. FEMALE pitchers must keep both feet in contact with the pitcher's plate during the entire preliminary process. After taking or simulating taking the signal, bringing the hands together and keeping them together a minimum of one second and not more than 10 seconds; the pitcher may begin their pitching motion. FEMALE, during this entire period the pivot foot must remain in contact with the pitcher's plate. MALE, if the pitcher wants to step back with the non-pivot foot they may do so prior to separating the hands. No rocking movement which pulls the pivot foot off the pitcher's plate is allowed. If the pivot foot turns or slides in order to push off the pitcher's plate, it is acceptable as long as contact is maintained. It is not considered a step when the pitcher slides their foot across the pitcher's plate.
- D. **Start of Pitch.** The pitch starts when the pitcher takes one hand off the ball after bringing the hands together.
- E. **Delivery.** The delivery may not be two full revolutions. The pitcher's hand may go past the hip twice as long as two full revolutions are not completed. The wrist may not be any farther from the hip than the elbow. The delivery may not have a stop or reversal of the forward motion, and must be made on the throwing arm side of the body. The pitch may not be delivered behind the back or between the legs.
- F. **Step or Release.** A step, only one, must be taken and it must be forward, toward the batter and within the 24-inch length of the pitcher's plate; however, beginning in 2007 MALE ADULT pitchers no longer are required to step forward within the 24-inch length of the pitcher's plate. Dragging or pushing off with the pivot foot from the pitcher's plate is required. Pushing

off from a spot other than the pitcher's plate is considered a crow hop and is illegal. The ADULT MALE may push off with the pivot foot and drag the foot in the dirt, or may be airborne with both feet as long as the pivot foot toe is pointing downward toward the ground. Should the pivot foot toe not be pointed downward, an illegal pitch should be called. The release of the ball must be simultaneous with the step.

Much attention and discussion has been given to recognizing the differences between the crow hop and the leap on the pitching delivery:

1. A CROW HOP is defined as a replant of the pivot foot prior to delivering the pitch. This can be done by (1) sliding the foot in front, but not in contact with, the pitcher's plate; (2) lifting the pivot foot and stepping forward; or (3) jumping forward from the pitcher's plate with the pivot foot prior to starting the pitch. Umpires should look at the location of the pivot foot when the hands separate, the start of the pitch. If the pivot foot is off and in front of the pitcher's plate before the hands separate, this would be a crow hop and an illegal pitch should be called.
2. A LEAP occurs when both of the pitcher's feet become airborne on the initial move as the pitcher pushes from the pitcher's plate. In the WOMEN'S and YOUTH Fast Pitch divisions the pivot foot must stay in contact with the ground following the push off from the pitcher's plate. ADULT MALE pitchers are allowed to have both feet airborne as long as the pivot foot toe is pointed downward toward the ground. If the pivot foot toe is not pointed downward, an illegal pitch should be called. ADULT MALE pitchers can also legally push and drag the pivot foot on the ground during the step.
- G. Pitcher returning to pitch. A pitcher returning to pitch in the same half inning shall not receive warm-up pitches. There is no limit as to the number of times a player can return to the pitching position as long as the player has not left the batting order, or has not been removed from the pitcher's position by rule.

41. PITCHER'S UNIFORM.

A pitcher should be dressed identically to the other players on the team. A long-sleeve sweatshirt of any color is acceptable under the jersey. If worn, the sweatshirt sleeves may not extend past the wrist so a clear gap can be seen between the ball and the end of the shirt. If two or more players, including the pitcher, wear sweatshirts, they must be identical in color and style. No player may wear ragged, frayed or slit sleeves on an exposed undershirt.

A pitcher may wear a batting glove and / or wristband on the glove hand and wrist. The batting glove may not be the color of the ball being used in the game. A pitcher may wear the pitcher's toe plate on their shoe.

In Fast Pitch, the pitching rule allows a pitcher to wear a band-aid on the finger, or an arm wrap on the arm, as long as the umpire feels neither is distracting to the batter. If a band-aid on the finger or a wrap on the arm is flesh

colored, they should be allowed, even if a sweatshirt is not worn. If a design or writing is on the wrap, and the umpire feels it is distracting, the pitcher should be asked to remove the wrap. The pitcher's glove / mitt may be of one solid color or multi-colored as long as the glove / mitt does not contain colors that are the same as the color of the ball being used in the game.

In Slow Pitch, a pitcher may wear a wristband on the pitching arm, may have tape on the pitching fingers and wear any color fielder's glove. A batting glove may not be worn on the pitching hand.

42. PROTESTED GAME UPHeld AND RESCHEDULED.

When the protest of a game is upheld, the game shall to be rescheduled from the point at which it was protested. Although the same line-ups must be used when the game is resumed, there is no penalty for substitutions legally placed into the line-ups. Even if a player was not at the protested game, they are legal for substitution purposes when the game is rescheduled as long as they are on the roster at the time of the rescheduled game. If a player was ejected or disqualified in the original game after the protest was filed, that player may legally play in the rescheduled game because they were legally in the game at the time of the protest, unless the ejection also drew suspension for unsportsmanlike conduct.

43. RUN SCORING ON THE THIRD OUT OF AN INNING.

A run can not score when the third out of an inning is a putout of the batter-runner at first base, or at another base if a preceding runner is forced because of the batter becoming a batter-runner.

Bases missed could result in a force out. FOR EXAMPLE, should the runner from first base miss second base on a base hit and, when properly appealed, that is the third out of the inning, any runs scored do not count. Remember, on an appeal play the force out is determined when the appeal is made, not when the infraction occurred.

An appeal play on a runner leaving a base too soon on a caught fly ball is a time play, not a force. When the appeal results in the third out of an inning, any run scored prior the appeal counts..

44. RUNNER HIT BY A FAIR BATTED BALL.

- A. While in Contact With the Base. A runner who is hit by a fair batted ball while in contact with the base should not be called out unless the act is intentional. The ball remains live, or becomes immediately dead, depending on the closest defensive player. When the closest defensive player is in front of the base that the runner is in contact with, the ball remains live. However, when the closest defensive player is behind the base, the ball is dead. Should the ball be ruled dead and the batter awarded a base hit, only runners forced to advance because the batter was placed on first base shall advance one base.

- B. While Not in Contact With the Base. A runner who is hit by a fair batted ball while not in contact with a base should be called out or ruled safe, depending on the interference rule. (Rule 8, Section 7 J & K or Rule 8, Section 8 D-F)
- 45. RUNNERS SWITCHING POSITIONS ON THE BASE PATH.**
Following a "Time Out", should two or more base runners change positions on the base they originally held, the runners involved shall be called out and the manager of the offending team ejected.
- 46. SHOES.**
Metal cleats are legal in Adult Fast Pitch and Slow Pitch. They are not legal in Adult COED Slow Pitch, seniors, or any level of Youth Fast Pitch and Slow Pitch. Polyurethane or plastic cleats shaped to look like a metal triangle, toe or heel plate are illegal in youth, seniors, and COED play. If there are nubbins or round plastic cleats in addition to the triangle plate, the shoe is legal. Cleats that screw onto a post are illegal, but cleats that screw into the shoe are legal.
- 47. SHORTHANDED TEAMS (STARTING THE GAME).**
All divisions of play may begin the game one player short, that is Slow Pitch and COED may start with nine players and Fast Pitch may begin with eight players. When a team plays one short, an out must be recorded in the last position in the batting order. In COED, the out is in the 9th or tenth position, depending on which sex is missing from the alternate batting order. If a player arrives after the game begins, that player must be placed in the last position in the batting order. If the player brings the team to a full batting order, and a player leaves for any reason other than an ejection or disqualification, it is permissible to return to one less and continue play shorthanded.
In Slow Pitch, should a team begin the game with nine players, they are not allowed to use the "shorthanded rule" and play with eight.
In Fast Pitch, should a team begin the game with eight players, they are not allowed to use the "shorthanded rule" and play with seven.
- 48. SHORTHANDED TEAMS (CONTINUING AFTER STARTING WITH FULL TEAM).**
After beginning the game with a full team, a team may continue a game with one player less than it uses to begin a game as long as the player vacancy is not created by an ejection. This rule is designed to avoid forfeits whenever possible. In all divisions of play, when a team starts with the required number of players, and a player leaves the game for any reason other than an ejection, the following guidelines apply:
A. When a team is short one player due to a player being disqualified, the game continues using the shorthanded rule. If the team is already playing shorthanded and the disqualification occurs, the game is forfeited.
B. When a player leaving the game is a runner, the runner is called out even if the runner reached base safely.

- C. Each time the absent player is due to bat, an out is recorded. This is the same in COED play; therefore, two males or two females may not follow each other in the batting order without an out.
- D. When a team plays shorthanded because a player leaves the game, the player may not return to the line-up.

EXCEPTION: A player being treated under the blood rule may return. (Rule 4, Section 8)

- E. If there is an eligible substitute at the game, or if an eligible substitute arrives before the game is over, the substitute **MUST** enter the game. Refusal to do so makes the player ineligible for the remainder of the game.
- F. A team may not bat less than nine in Slow Pitch or eight in Fast Pitch. The game is forfeited.

Should a team have only ten players, one is injured in the third inning, a substitute arrives in the fifth inning and is entered in the game, and another player becomes injured, the team can continue play with nine players. If the same team does not have a substitute when the second person is injured, this reduces the number of players to eight and the game must be forfeited.

The purpose of this rule is to allow all players on a team to play without fear of injury or illness that previously created forfeitures. Playing shorthanded is not a strategic option for a coach.

- G. In Women's and Youth Fast Pitch, when a team playing shorthanded is involved in the tiebreaker and the shorthanded spot in the batting order is suppose to begin the half inning at second base, an out should not be called. Instead, place on second base the player who precedes the absent player in the line-up.

49. SPORTING BEHAVIOR

The values of softball competition are based on good sporting behavior and fair play. The following are examples, although not limited to, of unsporting behavior:

- A. Uniforms not worn properly, such as jerseys not tucked in, sleeves rolled under, and caps worn backwards.
- B. Exposed undergarments of different colors worn by different teammates on the same team.
- C. Coaching tactics that endanger the safety of players.
- D. After equipment check, illegal equipment being put back into play.
- E. Use of equipment for other than its intended design.

50. STEALING (Slow Pitch).

Base stealing is not legal in Youth and Women's C & D Slow Pitch, in COED play, Master's and Senior's play. Since the ball is dead on balls and strikes, the runner is not out and they are returned to the base held at the time of the pitch. Because a runner may not steal, the runner can not be picked off either. Runners should be called out when they fail to keep contact with a base to which they are entitled until a legally pitched ball is batted, touches the ground,

hits the batter, or reaches the front edge of home plate.

Base stealing is legal in Adult Men's Slow Pitch and Women's Open Slow Pitch. This does not apply to Men's Master and Senior's play. Stealing is permitted as long as the runner does not leave the base until the ball reaches the front edge of home plate. If the ball either hits the plate or touches the ground prior to reaching the front edge of home plate, the ball is dead and runners may not advance. The ball remains live until the pitcher has possession of the ball in the infield and the completion of all immediate play is apparent. The ball is also dead when the pitched ball hits the batter. The ball is live and runners may advance when:

- A. A play is made on a runner.
- B. The pitcher fails to catch the ball.
- C. The catcher hits the batter on a throw to the pitcher or to a base during a play. When a play is made on a runner, the ball is live and runners may advance.

51. SUBSTITUTIONS.

All substitutions must be reported to the plate umpire who, in turn, will report the changes to the official scorer. All substitutes' names and numbers should be listed on the official line-up card that is submitted to the plate umpire at the start of the game; however, should a player not be listed on the card but is on the official roster, the player can be added after the game begins.

A substitute is considered in the game when reported to the plate umpire. An unreported substitute is considered in the game after a pitch, legal or illegal, has been thrown or a play has been made.

If a substitute has not reported and it is brought to the attention of the umpire, the player is disqualified. All action prior to the discovery is legal. Should the manager or player in violation inform the umpire prior to the offended team's protest, there is no violation. Should an unreported substitute bat and it is discovered prior to the next pitch, all runners are returned to their original base, any outs recorded stand, the unreported substitute is disqualified and called out. The re-entered player or legal reported substitute assumes the ball / strike count. If the unreported substitute is discovered on the last play of the game and before the umpires leave the field, runners are returned to their previous base and the unreported substitute is disqualified.

Any player may be substituted for or replaced, and re-enter once, providing players occupy the same batting position whenever in the line-up.

A game is forfeited for a substitution violation when a player removed by the umpire returns to the same game as this is use of an illegal player, or if the ejection or disqualification creates a situation where there are not enough players to continue the game.

52. THROWING OR CARRYING A BAT.

When a player throws the bat intentionally in anger, the player should be ejected. Should the bat slip from the batter's hands, there is no penalty unless

the discarded bat prevents the defense from making a play on the ball, and then interference should be ruled.

There is no penalty when a player carries a bat to first base or any other base. Should the player use the bat to prevent a defensive player from making a play, then interference should be ruled.

53. TIE GAMES OR GAMES CALLED WHICH ARE LESS THAN REGULATION.

When games that are called with less than the regulation innings completed or tied are rescheduled, the same procedure should be followed as stated in RS #42, **PROTESTED GAME UPHeld AND RESCHEDULED**.

In determining tie games after five innings have been played, regulation game, the home team must have had the opportunity to bat and tie the score. If the home team has scored more runs than the visiting team and the game is called in the bottom of the fifth or sixth inning, the home team shall be the winner. If the visiting team has scored more runs than the home team in the sixth or seventh inning and the home team has not had the opportunity to complete its turn at bat, the game reverts to the previous inning. If that score was tied, it is a tie game. If the score is not tied, a winner is declared if one team is ahead and five full innings have been played.

Should a game be called before five full innings are played, four and one-half if the home team is ahead, the game should be resumed at the point it was called.

54. TIE BREAKER RULE. (Women's, Girls' JO Fast Pitch and Men's Senior Slow Pitch).

During each half inning of the inning used to enforce the tiebreaker, the offensive team shall begin its turn at bat with the player scheduled to bat ninth in that respective half inning being placed at second base. For Example, if the number five batter is to lead off, the number four batter in the batting order should be placed on second base. A substitute may be inserted for the runner.

It is the responsibility of the umpire and scorer to notify the teams involved as to which player starts the half inning at second base. Should the wrong player be placed on second base and it is brought to the umpire's attention, there is no penalty. Correct the error and place the correct person on the base. This should occur even if a pitch has been thrown, or the runner has advanced a base. An unreported substitute would be disqualified after a pitch has been thrown or a play has been made.

When a team playing shorthanded is involved in the tiebreaker and it is the shorthanded spot in the batting order that should start at second base, do not call an out. Instead place on second base the player who precedes the absent player in the line-up.

In scoring, the run scored by a player starting as a runner at second base shall be charged to the defensive team and not the pitcher. Depending on the judgment of the official scorer, a run scored by any other player should be charged to the pitcher's ERA.

When playing pool play in Junior Olympic “A” and “B” divisions and 18U Gold Fast Pitch, all Girl’s Slow Pitch, and in all Girls 10-under pool and double elimination games, a time limit of one hour forty minutes will be in effect for each game. Should a game be tied at the conclusion of the time limit, the tiebreaker shall begin with the next full inning.

55. WHEEL CHAIR USE

Under the American Disability Act ruling of July 25, 1990, known as the ADA ruling, wheel chairs are allowed on the playing field. Players while batting, running bases or playing defense, coaches in coaching boxes and umpires behind the plate or on the bases may use wheel chairs. The ADA ruling for slow pitch is explained under Rule 4, Section 2.

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
ALTERED BAT	1		
Bat specifications	3	1	
Batter is out	7	6	B
AMERICAN DISABILITY ACT	4	2	
APPEAL PLAY (R/S #1)	1		
Dead ball appeal	8	7	I Effect 3
Batting out of order	7	2	D Effect (1-4)
May not return	8	3	G
Runner	8	7	F - I Effect(1-3)
ASSISTS	11	2	B (5) (a-d)
AUTOMATIC OUT			
Continue game	4	1	D (2) (a-g)
Start of game	4	1	D (1) (a-c)
.....Coed	4	1	D (1) (d)
Tie-Breaker..... Female FP	5	11	B
AWARDED BASES			
Can't Return	8	5	G Effect
BALL			
Called by umpire	7	5	A - G
Fair ball	1		
Foul ball	1		
Intentionally thrown	8	5	K
Official	3	3	
Rotation (R/S # 2)			
Texture	3	3	B
Unintentionally carried (R/S # 27)	8	5	J
BASE LINE	1		
BASE ON BALLS	1		
.....	8	1	C
BASE PATH	1		

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
Runner out	8	7	A
Runner not out	8	8	A,B
BASES	2	3	H
Dimensions	2	3	H
Double base	2	3	H (1) (2)
BAT	3	1	
Carrying bat on bases (R/S # 52)			
Illegal	3	1	B-I
Throwing bat (R/S #52)			
Warm-up.....	3	2	
With dents (R/S # 3)	3	1	F
BATTED BALL	1		
BATTER			
Automatic out	4	1	D (1C)(2E)
Becomes a batter-runner.....	8	1	A-G
Check swing (R/S # 10).....			
Chopping down on ball, penaltySP	1		
.....	7	6	H
Continue game	4	1	D (2)
Enters batter's box with altered bat	7	6	B
Hindering the catcher	7	6	P-S
Hit by pitch.....	7	4	G-I
..... FP/MP	8	1	F,G
Hitting a fair ball with the bat a second....			
time (R/S # 24)	7	6	K
Hitting with an illegal bat (R/S # 4)	7	6	C
Intentional walk.....	8	1	C (3)(4)
Not taking position in 10 seconds.....	7	3	B
.....	7	4	J
On-deck hitter	7	1	A-D
Out.....	7	6	A-S
Start of game	4	1	D (1)
..... Coed	4	1	D (1) d
Stepping across home plate while pitcher			
is in pitching position	7	3	D
Stepping out of batter's box (R/S # 7)	7	6	D-F Effect
When third out is made while at bat	7	2	F

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
BATTER'S BOX	1		
Dimensions.....	2	3	C
Violation (JO & Modified Only) (R/S # 5) ..	7	3	C
BATTER-RUNNER	1		
.....	8	1	A-G
Accident prevents running to awarded base	4	6	E
Batter-runner is out.....	8	2	A-N
Going directly to first base.....	8	2	D
Home run does not have to run (Women's Open, Co-Ed Major and Men's Class "A" SP).....	8	3	I
Moving back to home	8	2	H
Overrunning first base (R/S #37).....	8	7	H
..... FP/MP	8	7	T(3)
Running outside three-foot line	8	2	E
BATTER'S ON-DECK CIRCLE	1		
.....	2	3	B
BATTING ORDER	1		
Extra player	1		
.....	4	4	
For designated player..... FP/MP	1		
.....	4	3	
Out of order	7	2	A-F
BLOCKED BALL	1		
Offensive equipment on field	8	5	G (3)
BLOOD RULE	1		
.....	4	9	
BOX SCORE	11	2	A, B
BUNT (R/S # 10)	1		
With two strikes on the batter	7	6	G
..... SP	7	6	H
CAPS			
For coaches	4	7	B

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
For players	3	6	A
CASTS	3	6	E
CATCH			
Legally caught ball	1		
CATCH AND CARRY	1		
Intentionally carried out play	8	5	K
Unintentionally carried out of play	8	5	J
CATCHER'S BOX (R/S # 8)	1		
..... FP/MP	6	7	A
..... SP/16"	6	6	A
..... Dimensions	2	3	D
CATCHER'S OBSTRUCTION	8	1	D (1-4)
CHARGED CONFERENCES (R/S # 9)			
Defensive	1		
.....	5	7	B
Offensive	1		
.....	5	7	A
CHANGE OF UMPIRES	10	2	
CHOPPED BALL	1		
..... SP	7	6	H
CLEATS	3	6	G
COACH	1		
.....	4	7	
Assists runner	8	7	E
Communications Equipment (Use of)	4	7	C (5)
Interferes with throw	8	7	M
.....	8	7	O
Leave the coach's box	4	7	C (2)
Removal from the game	5	7	A

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
.....	10	1	
Scorebooks in coach's box.....	4	7	C (1)
Uniform.....	4	7	B
COACH'S BOX	1		
Dimensions.....	2	3	E
CODE (Rules from ASA Code)			
Divisions of play			
Softball (Approved).....	3	3	
Regulation Games.....	5	3	
Tie-Breaker	5	11	
Time Limit	5	10	
COED RULES			
Ball	3	3	
Base distances	2	1	
Batting order.....	7	2	E
Defensive positioning	4	1	C (3E)
Extra player (EP)	2		
.....	4	1	C (3F)
.....	4	4	E
Male base on balls	8	1	C (4)
Outfield distance.....	2	1	
Pitching distance	2	1	
Shoes	3	6	G
Shorthanded.....	4	1	D (1) (d) (2) (c)
Starting game	4	1	D (2) (c)
Uniforms	3	6	
Use of the wrong ball.....	7	2	E Effect
CONDITION OF FIELD	5	2	
CONFERENCES (Offense/Defense)(R/S #9)	5	7	
COURTESY RUNNER (R/S # 12)	1		
J.O. Girls and Boys	8	10	A-G Effect
Master's & Senior's	8	9	A-C

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
Senior 55-Over	8	9	B-D
CROW HOP (R/S # 40).....FP	1		
.....	6	3	H
DEAD BALL.....	1		
DEFENSIVE TEAM.....	1		
Defensive player distracts batter ... FP/MP	6	5	B
..... SP/16"	6	4	B
DEFINITIONS.....	1		
DELAYED DEAD BALL (R/S # 14).....			
Illegal pitch FP/MP	6	1-8	
..... SP/16"	6	1-7	
Catcher obstruction	8	1	D
Detached equipment hitting ball	8	5	F
Obstruction	8	5	B
Plate umpire interference	8	6	F
DESIGNATED PLAYER (DP) (R/S # 15)	1		
.....FP	4	3	A-I
Scoring	11	2	A (1)
DETACHED EQUIPMENT	8	5	F
DIAMOND DIMENSIONS.....	2	1	
DELIBERATE CRASH (Runner) (R/S # 13)	8	7	Q
DISABLED PLAYER OR COACH (ADA) ...	4	2	
DISLODGED BASE	1		
Following a base	8	3	C
Not out if off dislodged base	8	8	N
Runner attempts to continue	8	4	K
DISQUALIFIED PLAYER.....	1		

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
.....	4	8	A
Altered bat	7	6	B
Batter	4	6	C (1-4)
Pitcher	4	6	C (7-8)
Re-entry	4	5	
Runner	4	6	C (5-6)
Substitute	4	6	C
DOUBLE BASE	2	3	H
Batter-runner interference	8	2	M
Batter-runner touching white portion during play	8	2	M
Errant or missed throw	8	2	M (5)
DOUBLE PLAY	1		
DROPPED BALL DURING WINDUP FP/MP	6	11	
.....SP	6	9	D
..... 16"	6	9	B
DROPPED THIRD STRIKE..... FP	8	1	B
DUGOUT	1		
Conduct (R/S # 16).....	5	12	
EJECTED PLAYER.....	1		
EJECTION FROM GAME	5	4	G-I
Crash	8	7	Q
Second offense after warning.....	4	8	C
Second offensive conference (Coach)	5	7	A
Violation of the rules	10	1	EFFECT
EQUIPMENT	3	1-7	
Left on field (R/S # 17)	8	5	G (3)
ERROR.....	11	2	B (6) (a-e)
EXTRA PLAYER (EP) (R/S # 18).....	1		
.....SP	4	4	A-F

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
Minimum number of players	4	1	C (3) (b,f)
Penalty	4	4	A
.....	4	5	A
Scoring	11	2	A (2)
Two (Senior SP)	4	4	F
FAIR BALL	1		
FAIR TERRITORY	1		
FAKE TAG (R/S # 19)	1		
FIELDER	1		
FITNESS OF GROUND	5	2	
FLEX PLAYER (R/S #15)	1		
.....	4	3	A-I
FLY BALL	1		
Carried into dead ball area	8	5	J-K
FORCE OUT (R/S # 21)	1		
.....	8	7	G
FOREIGN SUBSTANCE ON PITCHING HAND FP/MP	6	6	
..... SP/16"	6	5	
FORFEITED GAME	5	4	A-K
Records	11	9	
Score of	5	6	C
FOUL BALL	1		
FOUL TIP	1		
.....	7	4	D
FOUR BASE AWARDS...(R/S #26)	5	8	A(1-6) Note

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
GAME CALLED	5	3	C
GAME STARTS.....	5	10	
GLOVES.....	3	4	
Illegal glove usage (R/S #23)	8	8	O
Softball glove specifications	3	4	
GROUND RULE DOUBLE.....	8	5	I
GROUND RULES	2	2	
HEADBANDS.....	3	6	A (2)
HEADWEAR	3	6	A
Mixed headwear	3	6	A (2)
HEIGHT OF PITCH	6	3	H
..... 16"	6	3	D
HELMET			
Cracked, broken, altered	3	5	E
Defensive	3	5	E
Usage	3	5	E
HESITATION PITCH	6	3	F
..... 16"			
HIT BATTER AFTER SWING	7	6	A
In the strike zone	7	6	A
HOME PLATE			
Dimensions.....	2	3	G
Second home plate (Senior SP)	2	3	G
HOME RUN (R/S #26).....	8	5	H
Home run rule.....SP	5	8	
Running bases (all Men's Major and Class			
"A" SP) (R/S # 25)..	8	3	I
			Exception

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
HOME TEAM.....	1		
ILLEGAL BAT	1		
Legal bat.....	3	1	
ILLEGAL BATTER.....	4	6	E (2)
ILLEGAL PITCH	6	1-8	Effect
..... FP/MP	6	1-7	Effect
..... SP/16"			
ILLEGAL PITCHER	4	6	G (1)
Excessive speed	6	3	G
Motion before stepping on plate	6	1	D
Removed from position	4	6	G (1) Effect
ILLEGAL PLAYER.....	1		
.....	4	6	G
ILLEGAL RE-ENTRY	4	6	G (4)
ILLEGAL RUNNER.....	4	6	G (4)
ILLEGALLY BATTED BALL	1		
Batter must return.....	8	6	B
Batter is out	7	6	D-F
Batter is not out	7	6	K-F Exception
ILLEGALLY CAUGHT BALL			
Detached equipment	8	5	F
Illegal glove/mitt.....	8	8	O
INCOMPLETE GAME	5	3	D, F
INELIGIBLE PLAYER	1		
INFIELD.....	1		
INFIELD FLY	1		
.....	8	2	I

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
INFIELDER R/S #28)	1		
IN FLIGHT	1		
IN JEOPARDY	1		
INJURED PLAYER (R/S #29)	4	10	
INJURED RUNNER	4	6	E
Blood rule	4	10	
INNINGS.....	1		
Regulation games	5	3	
New inning starts.....	5	10	
INSULTING REMARKS TOWARD PLAYERS OR UMPIRES.....	4	7	C (3)
INTENTIONALLY CARRIED/THROWN BALL (R/S #27)	8	5	K
INTENTIONALLY DROPPED FLY BALL (R/S # 30)	8	2	J
INTENTIONAL WALK (R/S # 31 & 32).....SP	8	1	C (3)
INTERFERENCE (R/S #33)	1		
Aiding a runner	8	7	E
At home plate	8	6	F
Ball hitting umpire.....	8	1	E (7)
By base coach.....	8	7	M, O
By batter	7	3	D
By batter-runner	8	2	E-G
.....	7	6	P
By on-deck batter	7	1	D
By plate umpireFP/MP/SP	8	6	F
By runner.....	8	7	J, K, L, P, Q
Crash by runner (R/S # 13)	8	7	Q
Offensive equipment on field	8	5	G (3)
Runners return	8	6	C

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article	
.....	8	7	J-Q	Effect
Spectator	8	2	N	
.....	8	5	L	
While fielding foul ball	7	6	I	
With a bat	7	6	K	
JEWELRY	3	6	F	
Medical alert bracelets / necklaces	3	6	F	Note
JUNIOR OLYMPIC				
Base distances	2	1		
Batter's box violation	7	3	C	
CatchersFP	3	5	C	
CatchersSP	3	5	B	
Coaching	3	5	E	
Courtesy runner (Girls/Boys FP Only) (R/S #12)	8	10		
Field dimensions	2	1		
FP pitching.....	6	3	I	
Helmets	3	5	E	
Helmets (Defensive).....	3	5	E	
Metal spikes	3	6	G	
On-deck batters	3	5	E	
Pitching distances	2	1		
Strike called by umpire	7	4	K	
Third strike violation (10-Under Class B Only)	8	4	G (3)	
.....	8	1	B (2) Exception	
Tie breaker (Girls FP Only).....	5	11		
Warm-Up	3	5	C	
JUNIOR OLYMPIC PLAYER	1			
TEN-UNDER RULES	8	4	G	
Ball	3	3	J, K, M	
Base on balls.....	8	4	G (4)	
Bases	2	1		
Runners can score.....	8	4	G (6)	
Stealing	8	4		
Third strike out and ball live.....	8	4	G (3)	
LEAPING (R/S #40)	1			
LEAVE GAME (Re-entry)	4	5		
Substitutes.....	4	6		

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article	
LEGAL DELIVERY OR PITCH FP/MP	6	3	A-J	
..... SP	6	3	A-M	
..... 16"	6	3	A-J	
LEGALLY CAUGHT BALL (CATCH)	1			
LEGAL TAG	1			
LINE DRIVE	1			
LINE-UP	4	1	A (1)	
.....	7	2	A-F	
LOOK BACK RULE (R/S # 34) FP/MP	8	7	T	
LOSS, CREDITED TO PITCHER	11	6		
MASKS AND THROAT PROTECTORS	3	5		
Catchers FP	3	5	C	Note
Face masks	3	5	E	
MAXIMUM/MINIMUM ARC SP	6	3	H	
..... 16"	6	3	D	
MEDIA COVERAGE (R/S # 35)				
MITTS	3	4		
Illegal glove penalty	8	8	O	
MODIFIED PITCHING RULES MP	6	1-11		
Ball MP	3	3	L	
Legal delivery MP	3	3	A-M	
Major delivery MP	6	3	F (1) J(1)	
Class A delivery MP	6	3	F (2) J(2)	
10 Man delivery MP	6	3	F (3) J(2)	
MULTI-COLORED GLOVES FP	3	4		

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
NO PITCH	6	10	A-E
.....SP	6	9	A-E
.....16"	6	9	A-C
NUMBERS	3	6	D
OBSTRUCTION (R/S # 36)	1		
.....	8	5	B
Catcher obstruction	8	1	D
Catcher with batter on attempted squeeze play	8	1	D (3,4)
..... FP/MP			
OFFENSIVE TEAM	1		
OFFENSIVE TEAM CONFERENCE (R/S #9)	5	7	A
OFFICIAL BALL – 10", 11", 12" & 16"	3	3	
OFFICIAL SCOREKEEPER	11	1	
ON-DECK BATTER	1		
.....	7	1	A-D
ON-DECK CIRCLE			
Dimensions.....	2	3	B
Violation.....	7	1	D
OUTFIELD	1		
OVERRUN FIRST BASE (R/S # 37)	8	8	I
.....	8	7	T (3)
OVERSLIDE	1		
Runner is out	8	7	B
OVERTHROW (R/S # 38)	1		
.....	8	5	G Except. 1-4
From pitching plate.....FP	8	5	C
PASSED BALL	1		

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
PICK OFF16"	6	3	F,G (4)
PINE TAR	3	1	H
PITCH (FP AND MODIFIED PITCH)			
Delivered with catcher out of catcher's box	6	5	A
Illegal	6	1-8	Effect
No pitch declared	6	10	A-E
Quick return pitch	6	10	B
Returned by catcher	6	7	B
Slips from pitcher's hand	6	11	
Warm-up pitches allowed	6	9	
Wind up	6	3	A-O
PITCH (SLOW PITCH)			
Delivered with catcher out of catcher's box	6	4	A
Height of pitch)	6	3	H
Illegal	6	1-7	
No pitch declared	6	9	A-F
Quick return pitch	6	7	
Returned by catcher	6	6	B
Slips from pitcher's hand	6	9	D
Warm-up pitches	6	8	
Wind up	6	3	A-K
PITCH (16-INCH)			
Delivered with catcher out of catcher's box	6	4	A
Height of pitch	6	3	D
Illegal	6	1-7	
No pitch declared	6	9	A-C
Quick return pitch	6	7	
Returned by catcher	6	6	B
Slips from pitcher's hand	6	9	B
Warm-up pitches	6	8	
Wind up	6	3	A-H
PITCH BEGINS (R/S # 40) FP/MP	6	2	
..... SP/16"	6	2	

	Rule	Section	Article
PITCHER (FAST PITCH)			
Allotted time.....	6	3	M
Batting glove on pitching hand	6	6	B
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference.....	1		
.....	5	7	B
Deliberately dropped or rolled ball.....	6	3	L
Substance on ball	6	6	
Illegal pitch penalty.....	6	1-8	Effect
.....	7	5	C
Legal delivery	6	3	A-L
Playing runners back to base from eight-foot circle	8	7	T
Position of feet..... Male)	6	1	C (1) & E (1)
..... Female)	6	1	C (2) & E (2)
Re-enter	4	5	
Removal after conference with manager..	5	7	B
Starting pitcher	1		
Step during delivery.....	6	3	G
Tape on finger.....	6	6	
Uniform (R/S # 41)	3	6	
Warm-up pitches allowed between innings	6	9	
Wristbands.....	6	6	B
PITCHER (MODIFIED PITCH)			
Allotted time.....	6	3	M
Batting glove on pitching hand	6	6	B
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference.....	1		
Deliberately dropped or rolled ball.....	6	3	L
Foreign substance on ball	6	6	
Illegal pitch penalty.....	6	1-8	Effect
.....	7	5	C
Legal delivery	6	3	A-M
Nine Player	6	3	F & J (1)
Ten Player	6	3	F & J (2)
Playing runners back to base from eight-foot circle	8	7	T
Position of feet.....	6	1	C
Re-enter	4	5	

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
Removal after conference with manager..	5	7	B
Starting pitcher	1		
Step during delivery.....	6	3	J
Tape on fingers.....	6	6	
Uniform (R/S # 41)	3	6	
Warm-up pitches allowed between innings	6	9	
Wristbands.....	6	6	B
PITCHER (SLOW PITCH).....			
Allotted time.....	6	3	J
Batting glove on pitching hand	6	5	
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference.....	1		
Foreign substance on ball	6	5	
Illegal pitch penalty.....	6	1-7	Effect
.....	7	5	C
Legal delivery	6	3	A-K
Position of feet.....	6	3	E
Re-enter	4	5	
Removal after conference with manager..	5	7	B
Starting pitcher	1		
Tape on fingers.....	6	5	
Uniforms (R/S # 41)	3	6	
Warm-up pitches allowed between innings	6	8	
Wristbands.....	6	5	
PITCHER (16"SP)			
Allotted time.....	6	3	H
Batting glove on pitching hand	6	5	
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference.....	1		
Foreign substance on ball	6	5	
Hesitation throws	6	3	G-H (1-4)
Illegal pitch	6	1-7	Effect
Legal delivery	6	3	A-J
Penalty for illegal pitch	6	1-7	Effect
.....	7	5	C
Pick-off attempts.....	6	3	G (4C)
Position of feet.....	6	3	A
Re-enter	4	5	
Removal after conference with manager..	5	7	B

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
Starting pitcher	1		
Tape on fingers	6	5	
Uniform (R/S #41)	3	6	
Warm-up pitches allowed between innings	6	8	
Wristbands.....	6	5	
PITCHER'S PLATE.....	2	3	F
Contact at delivery.....	6	3	E, G, J
Eight-foot circle.....	2	3	F
Pitcher throws while in contact with..... FP	6	8	
..... MP	6	8	
..... 16"	6	1	E
PITCHER'S SIGNALS FP/MP	6	1	D
PITCHING DISTANCES	2	1	
PITCHING POSITION FP/MP	6	1	A-E
..... SP	6	1	A-D
..... 16"	6	1	A-F
PIVOT FOOT.....	1		
PLAY BALL.....	1		
Fail to resume play in two minutes	5	4	D
PLAY MADE BY UNANNOUNCED			
SUBSTITUTE.....	4	6	C (7-9)
PLAYERS.....	4	1	A-D
Disabled (ADA Rule).....	4	2	
Minimum number to play	4	1	C
Officially entering the game.....	4	6	A, B
Positions.....	4	1	C (1-3)
Short-handed rule.....	4	1	D
PLAYING FIELD	2	1-3	
Fitness for play	5	2	

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
PROSTHESIS USAGE	3	6	E
PROTESTS (R/S #42)	1		
.....	9	1-7	
Correcting errors	9	2	A
Decisions	9	7	A-C
Examples	9	1	
Information needed	9	6	
Notification of intent.....	9	4	
Time limit	9	5	
Types.....	9	2	A-C
QUICK RETURN PITCH	1		
..... FP/MP	6	10	B
..... SP/16"	6	7	
RE-ENTER GAME	4	5	
RE-ENTRY, PENALTY FOR ILLEGAL	4	5	A-C
.....	4	4	E (4)
REFUSING TO PLAY	5	4	B-D
REGULATION GAME	5	3	
REMOVAL FROM GAME	5	4	G, H
Batter using altered bat	7	6	B
Manager or coach	5	7	A
Re-entry.....	4	5	A-C
Substitute not announced.....	4	6	C
RESIN FP/MP	6	6	A
..... SP/16"	6	5	
RETURN OF PITCH TO PITCHER ... FP/MP	6	7	B
..... SP/16"	6	6	B
REVERSAL OF UMPIRE'S DECISION	10	3	B,C

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article	
ROSTERS (Male and Female)	4	1	B	
RUN AHEAD RULE	5	9		
RUNNER	1			
Abandons base	8	7	U	
Aiding a runner who misses home plate...	8	7	E	Exception
Assisted by anyone	8	7	E	
Award of bases on overthrow of ball out of play	8	5	G	
Base stealing	8	4	A	
.....SP	8	4	F (3)	
Bases touched in legal order	8	3		
Coach draws throw at home	8	7	M	
Comes into contact with fielder attempting to field ball	8	7	J	
Comes into contact with fielder not entitled to field ball	8	8	C	
Correcting errors on awards	8	5	G (4)	
.....	9	2	A	
Courtesy runner.....(Senior SP Only)	8	9	B, C	
..... (Master & Seniors FP Only)	8	9	A-C	
..... (J.O. Girls/Boys FP Only)	8	10	A-G	
Deliberate contact with a fielder with the ball	8	7	Q	
Enters team area	8	7	U	
Entitled to advance with liability to be put out	8	4	A-L	
Entitled to advance without liability to be put out	8	5	A-M	
Fails to keep contact with base until pitched ball reaches home plate.....SP	8	7	R	
Fails to keep contact with base until the ball leaves the pitcher's hand	8	7	S	
Fails to return to base or proceed to next base when ball is in the eight-foot circle... ..FP	8	7	T	
Hit by batted ball (R/S #44)	8	8	D-F	
Homerun does not have to run (all Men's Class "A"	8	3	I	
.....SP	8	7	X	
Illegal bat	8	5	E	
Illegal pitch	8	5	E	

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article	
Illegal runner.....	4	6	G(3)	
Intentionally kicking ball.....	8	7	L	
Interferes with play after being declared out	8	7	P	
Interferes with play before being declared out.....	8	7	J	
Leading off..... FP	8	7	S	Effect
..... SP	8	7	R	Effect
..... 16"	8	4	L	
Leaving base after returning..... FP	8	7	T (2)	
Leaving base on an appeal	8	7	F-I	Effect
Leaving base too soon	8	3	H	
.....	8	8	L	
Misses home plate	8	7	I	
Must return to his base.....	8	6	A-H	
Not out.....	8	8	A-P	
Obstructed	8	5	B	
Offensive team collecting to confuse the defense.....	8	7	N	
Out.....	8	7	A-Y	
Overruns first base and attempts to go to second	8	7	H	
Passes another runner (R/S # 39).....	8	7	D	
Return after thrown ball goes out-of-play..	8	5	G (2)	
Running the bases in reverse order	8	3	D	
Running out of baseline.....	8	7	A	
Running start	8	7	V	
Struck by fair ball while off base	8	7	K	
Struck by fair ball while on base.....	8	8	M	
Switching positions on base after a time out. (R/S # 45)	8	7	Y	
Two occupying a base at the same time ..	8	3	E	
RUN AHEAD RULE	5	9		
RUNS BATTED IN	11	4	A-G	
RUNS NOT SCORED	5	5	B-C	
.....	8	3	F	
Force out	5	5	B (1)	
RUNS SCORED ON THIRD OUT (R/S # 43)	5	5	B	

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
SACRIFICE FLY	1		
SCOREKEEPER'S SUMMARY	11	7	A-T
SCORING	11	1-10	
Excessive home runs	11	2	B (4) (b) (6)
Forfeited game records	11	9	
Base hit	11	3	A-C
Runs	5	5	
Tie-breaker	5	11	
.....	11	10	
SENIOR SLOW PITCH RULES			
Ball	3	3	Chart
Commitment Line	8	9	D (6)
Courtesy runner.....SP	8	9	B,C
Courtesy runner out.....	8	9	C
Double first base.....SP	2	3	H
Double home plate..... Senior SP	2	3	G
.....	8	9	D
Extra player.....SP	4	4	F
Home run rule.....SP	5	8	
Metal spikes.....SP	3	6	G
No return line.....SP	8	9	D
Second courtesy runner	8	9	C (4)
SHOES (R/S # 46)	3	6	G
SHORT-HANDED TEAMS (PR/S #47-48) ...	4	1	D
Continuing a game.....	4	1	D (2)
Forfeit	5	4	J
In tie breaker	5	11	A
Starting less than ten.....SP	4	1	D (1)
..... Coed	4	1	D 1 (d)
Starting less than nine.....FP	4	1	D (1)
Continuing a game	4	1	D (2)
SIXTEEN-INCH SLOW PITCH RULES			
Ball	3	3	
Base distance.....	2	1	
Foul tip.....	7	4	D
Lead off.....	8	4	L
Pick off.....	6	3	F,G (4) (c)

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article	
Pitching.....	6	1-9		
Pitching distance	2	1		
Pitching hesitation	6	3	G (1-4)	
Outfield distance.....	2	1		
Runner is not out.....	8	7	R	Exception
SOFTBALL – 10", 11", 12", & 16"	3	3		
SPECTATORS, ABUSIVE LANGUAGE				
Attacking umpire	5	4	A	
SPEED OF PITCH.....SP	6	3	G	
..... 16"	6	3	C	
SPIKES	3	6	G	
Youth, Seniors & Coed	3	6	G	Exception
STARTING LINEUP	4	1	A	
Number of players	4	1	C	
Positions	4	1	C	
Re-enter	4	5		
STARTING PLAYER	1			
STEALING (R/S # 50)	1			
..... SP	8	6	F, G	
Base runner out..... FP	8	7	T (2)	
Leaving bases after returning..... FP/MP	8	7	S	
Scoring	11	8		
Not allowed..... SP	8	6	G	
When ball leaves pitcher's hand.... FP/MP	8	4	A	
STEP TAKEN BY PITCHER	6	3	G	
..... MP	6	3	J	
..... SP	6	3	E	
..... 16"	6	3	A	
STEPPING OUT OF BATTER'S BOX	7	6	D	
.....	7	3	D	

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
STRIKE	7	4	A-L
Ball hitting batter on third strike	7	4	G, H
Dropped third strike	8	1	B
STRIKE ZONEFP	1		
.....SP	1		
SUBSTITUTIONS (R/S # 51)	1		
Courtesy runner (J.O. Girls/Boys FP Only)	8	10	A-G
Courtesy runner .. (Masters & Seniors FP)	8	9	A-B
Courtesy runner (Seniors SP)	8	9	B,C
No substitute available	5	4	H
.....	4	1	D
Notify umpire	4	6	A
Officially in game	4	6	B
Re-enter	4	5	
Unannounced	4	6	C
SUBSTITUTE RUNNER			
Automatic out	4	1	D
Injury to runner	4	6	E
SUSPENSION OF PLAY	5	4	D
.....	7	3	D
.....	10	8	A-I
TAPE ON PITCHING HAND FP/MP	6	6	
..... SP/16"	6	5	
TEAM	4	1	
Delay or hasten game	5	4	E
Home team	5	1	
Refusing to play	5	4	B-D
To continue playing.....	4	1	D(2)
To start a game.....	4	1	A,D (1)
TEN-UNDER CLASS B RULES	8	4	G
Ball	3	3	G Table
Base on balls	8	4	G (4)

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
Bases	2	1	
Runners can score.....	8	4	G (6)
Stealing	8	4	
Third strike out and ball live.....	8	4	G (3)
THIRD STRIKE RULE	8	1	B
.....FP/MP	7	6	M
.....SP	7	6	L
.....FP, SP with stealing	7	4	D
.....SP.	7	4	F
.....JO (10 – Under Class B)	8	4	G (3)
.....	8	1	B (2) Exception
THREE-FOOT LINE			
Dimensions.....	2	3	A
Violation.....	8	2	E
THROAT PROTECTORS (Masks)	3	5	A-C
THROWING BAT (R/S # 52)			
THROWING GLOVE AT BALL	8	5	F
THROWING TO A BASE WHILE FOOT IS IN CONTACT WITH THE PITCHER'S PLATE	6	8	
.....FP/MP	6	3	G(4) (a)
.....16"	6		
TIE GAMES (R/S # 53)	5	3	B, E, F
Regulation tie	5	3	B, E, F
Tie breaker (R/S # 54)	5	11	
TIME	1		
By umpire	10	4	A-I
Player, manager, coach.....FP/MP	6	10	E
.....SP	6	9	E
.....16"	6	9	C
TIME LIMIT RULE.....	5	10	

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
TRIPLE PLAY	1		
TURN AT BAT	1		
UMPIRES	10	1-4	
Hit by thrown ball.....	10	4	E
Interference	8	1	E (1-7)
.....	10	4	D
Interference (plate umpire) FP	8	6	F
Judgment.....	10	3	
Reversal of decision	10	3	B
UNIFORMS			
For players	3	6	
Logos from other organizations.....	3	6	
Mixed long/short pants SP	3	6	B
Numbers on uniform.....	3	6	D
Straps on uniform tops.....	3	6	
WALK (Base on Balls)	1		
.....	8	1	C
WARM-UP BATS	3	2	
WHEEL CHAIR USAGE (R/S # 55) (ADA)..	4	2	
WILD PITCH	1		
Goes out of play FP/MP	8	5	C
WIN CREDITED TO PITCHER	11	5	A, B
WINNING TEAM 5 6			

2007 Mechanics Changes and Comments

Three-Umpire System FP and SP Two-Umpire System FP	With no runners on base, Base Umpires on the line shall "walk the line."
Comments:	The number of steps taken may vary from umpire to umpire. The purpose of returning to this mechanic is to have the umpire moving and ready to react when the ball is batted or a throw is made.
ALL	Expand the use of the terms that can be used beyond the "one word" mechanics.
Comments:	It is now acceptable to use a phrase in addition to the use of "one word" in verbalizing situations. For example, "did she go" is acceptable as well as "swing" when the plate umpire requests help from their partner on a check swing. This is true for all situations where previously only "one word" could be used.
Three-Umpire System FP and SP Two-Umpire System FP	The starting position for Base Umpires who are on the line is a minimum of 18 feet and a maximum of 21 feet behind the base.
Comments:	This change was made to eliminate confusion on the position a Base Umpire starts on the line. Originally, it was thought that with the use of the "ready to umpire" position 15 to 18 feet was the best starting position. Since the "walk the line" technique is now used, it is felt that 18 to 21 feet is the preferred starting point for Base Umpires on the line.
Slow Pitch with Stealing	When a pitched ball touches the ground before reaching home plate, touches home plate or strikes the batter, the Base Umpire should mirror the Plate Umpire's "dead ball" signal ONLY when necessary.
Comments:	This change is to clarify that when a runner is not advancing, the Base Umpire does not need to mirror the Plate Umpire's signal. The signal and verbal call of the Plate Umpire suffice.

Slow Pitch with Stealing	When a pitched ball touches the ground before reaching the home plate, touches home plate or strikes the batter, the proper sequence to use in calling the play is to signal "dead ball" and then indicate that the pitch is a ball or, if swung at and missed, give a strike signal.
Comments:	This mechanic clarifies the proper sequence of signals that must be given in slow pitch with stealing when a pitched ball touches the ground before reaching home plate, touches the plate or strikes the batter. In the rare case that a pitched ball is swung at and missed then it becomes dead by touching home plate etc., the dead ball signal is given by a strike signal. If the pitch is a ball the dead ball signal is given followed by a verbal "ball" call.
Slow Pitch, All	The Plate Umpire now goes to the set position when the pitcher first moves the ball after the required stop, that is, the when the pitch starts.
Comments:	This change eliminates a Plate Umpire moving while the pitch is in flight. Additionally, it is consistent with movement to the set position in all other games. Umpires should still be able to determine legality of the pitch and make the appropriate call from the set position.
Two-Umpire System Slow Pitch	The starting position for the Base Umpire in the Two-Umpire System in Slow Pitch with runners on base is on the second base side of the Second Baseman.
Comments:	This mechanic places the Base Umpire in a better position to make the majority of calls that occur in the Slow Pitch game. Some examples involve, going out on fly balls and coverage of the steal attempt at second base in Slow Pitch with Stealing. Also, with the depth that infielders play in Slow Pitch and the use of the fifth infielder, this allows the Base Umpire to start in position on a straight line between the Short Stop and the Second Baseman, or the fifth infielder and either the Short Stop or the Second Baseman.

UMPIRE MANUAL

TABLE OF CONTENTS

SECTION 1 DEFINITIONS

Mechanics Definitions.....	199
----------------------------	-----

SECTION 2 PRE-REQUISITES FOR GOOD UMPIRING

Pre-requisites for Good Umpiring	199
Judgment.....	200
Good Mechanics and Technique	201
Knowledge of Playing Rules.....	201
Code of Ethics for Umpires.....	204
Umpire General Responsibilities	204
Ejections.....	205
Forfeits	205
Appeals	205
Protested Games	206
Fraternizing with Players.....	206
Communications and Signals.....	206
Umpire to Umpire Communications	208
Pre-Game Responsibilities.....	208
Pre-Game Ground Rules	209
Procedure at End of Game	210
Helpful Hints for Umpires – Do's and Don'ts	211

SECTION 3 PLATE MECHANICS

General Plate Mechanics	212
Timing	212
Strikes	212
Balls	214
Count.....	214
Ball Rotation Procedure	214
Fly Balls.....	215
Fair and Foul Balls	216
Leaving the Plate Area	216
Passed Balls/Pop Fly	217
Conferences.....	217
Third Base Calls.....	218
Rundowns	218

UMPIRE MANUAL TABLE OF CONTENTS

Run Count (Time Play).....	219
Tag Plays at the Plate	219
Appeal at the Plate.....	220
Difficult Situations.....	220
Check Swing Situation	221
Dead Ball Situations.....	221
Hit by Pitch	221
Hitting Ball a Second Time	221
Ball off Batter's Foot.....	222
Time Out - Suspension of Play.....	222
Catcher Obstruction	222
Illegal Pitch.....	223
Procedure on Home Run Balls.....	223
Helpful Hints for Plate Umpires	223
Slow Pitch Plate Mechanics	224
Set Position	224
Calling Balls and Strikes	225
Fast Pitch and Modified Pitch Plate Mechanics.....	226
Set Position	226

SECTION 4 THE FIELD UMPIRE

Technique on the Bases	227
Decisions on the Bases	228
Base Calls	229
The Force Play	229
Fair Ground Theory	230
Foul Ground Theory	231
Tag Plays	232
Pulled Foot	233
Swipe Tag	233
Inside-Outside Theory	234
Button-Hook.....	234
Three-Foot Line	234
Running Out of Base Line	235
Interference	235
Obstruction - Fake Tag	235
Collision	235
Illegal Pitches	236

UMPIRE MANUAL TABLE OF CONTENTS

Basic Safe and Out Signals.....	237
Out Routine	237
Safe Routine	238
Selling the Call	238
General Discussion	240
Helpful Hints for Field Umpires	241

SECTION 5 UMPIRE SYSTEMS

The One-Umpire System.....	242
Fly Ball Situations.....	243
No Runner on Base.....	243
Between Inning Mechanics	243
The Two-Umpire System	243
Fly Ball Tag Up Responsibilities	244
Positioning and Coverage - General	245
Fast Pitch - No Runner on Base	245
Fast Pitch - Runner on First Base	246
Fast Pitch - Runner on Second Base.....	246
Fast Pitch - Runner on Third Base.....	247
Fast Pitch - Runners on First and Second Base	247
Fast Pitch - Runners on Second and Third Base.....	248
Fast Pitch - Runners on First and Third Base	249
Fast Pitch - Bases Loaded	249
Slow Pitch	250
The Three-Umpire System (Fast and Slow Pitch).....	252
No Runner on Base.....	254
Runner on First Base	255
Runner on Second Base	256
Runner on Third Base	257
Runner on First and Second Base	258
Runner on First and Third Base	259
Runner on Second and Third Base.....	260
Bases Loaded	261
Between Inning Mechanics	262
Umpire Signal Chart	263

**LETTER FROM THE EXECUTIVE DIRECTOR
RON RADIGONDA**

The ASA Umpire Manual is one of the many publications that the Amateur Softball Association (ASA) produces on an annual basis to ensure its umpires are the best trained in the world.

We have made a commitment to our umpire program and sincerely feel that we have one of the most outstanding officiating programs in the country. It's because the people who join the ASA umpire program strive to be the best. They accomplish this through their dedication and training and the time and effort they put into developing their umpiring skills.

We are certainly proud of the thousands of umpires who officiate our tournaments and games each summer. We realize that you are a very important piece of this softball puzzle.

In your preparations for the upcoming season, we encourage all ASA umpires to use this manual as well as the other umpiring publications offered by the ASA to better yourselves.

My best to all of you throughout the 2007 season. May this be your best season yet and it is my hope that you accomplish each goal you have set for the year.

Yours in softball,

A handwritten signature in black ink, appearing to read 'Ron Radigonda', written in a cursive style.

Ron Radigonda
Executive Director

**LETTER FROM THE DIRECTOR OF UMPIRES
CRAIG CRESS**

My fellow ASA Umpires,

It is an honor and privilege to address each of you as the ASA Director of Membership Services. The ASA Umpire Manual, originally written by the best softball minds in the country, is used to help in developing more than 30,000 registered ASA umpires into the nation's best.

This past season the ASA National Umpire Staff worked diligently to make the ASA Umpire Manual even better. You will notice some changes to the Manual this season that includes a change to the Points of Emphasis. The 2007 Umpire Manual combines the rules with the Rules Supplement to help clarify the intent of the rules for all to understand better. This season there were also changes made to the mechanics and signals that will be the standard for the best umpires in the world.

These rules and mechanics are used by softball associations throughout the world to assist in the development of their umpires. At the international level, umpires are required to know and understand the same mechanics even though they may not understand the language of their partners on the field.

I strongly urge you to study every aspect of this book and use its information to help you become a better umpire. In addition, participating in a national umpire schools and your location association clinics will provide helpful tips and practice to further your skills. All of these tools will help you advance quickly in your umpiring career and possibly provide you with the opportunity to work at an ASA National Championship.

The National Umpire Staff and I look forward to working with each of you as we continue to improve the ASA umpiring program. I hope your umpiring experience this year will be enhanced and made more enjoyable by the information in the Umpire Manual.

If I or the National Umpire Staff can help you in any way, please let us know.

Best Regards,



Craig Cress
Director of Membership Services

DIRECTOR OF MEMBERSHIP SERVICES

Craig Cress

2801 NE 50th Street
Oklahoma City, OK 73111-7203
Bus: (405) 425-3441
Fax: (405) 424-3855
ccress@softball.org



SUPERVISOR OF UMPIRES

Kevin Ryan

7540 Turnberry Ln
Stanley, NC 28164
Bus: (704) 822-9170
Fax: (704) 827-1475
kryan@softball.org

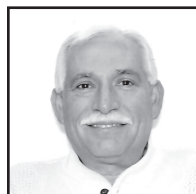


DEPUTY SUPERVISOR**Julie Johnson**

1333 W. Monroe St.
Alexandria, IN 46001
Res: (765) 724-2347
Cell: (765) 623-5462
Email: jjohnson1333@aol.com

**DEPUTY SUPERVISOR****Phil Gutierrez**

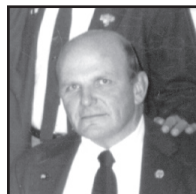
P.O. Box 1291
Oceanside, CA 92051
Res: (760) 945-1911
Fax: (760) 945-1981
Email: socalasauic@cox.net

**DEPUTY SUPERVISOR****Larry Montgomery**

2658 Cla - Wood Place
Tupelo, MS 38801
Bus: (662) 841-6516
Res: (662) 844-4756
Fax: (662) 841-6410
Email: region6uic@comcast.net
<http://www.missasa.com>

**DEPUTY SUPERVISOR****Jim Craig**

PO Box 742
Amherst NY 14226-0742
Bus: (716) 645-3210
Email: buffump1@aol.com



2007 NATIONAL UMPIRE STAFF**NEW ENGLAND (01)****Norman C. Davis**

PO Box 1115

Auburn, ME 04211-1115

Bus: (207) 783-3440

Res: (207) 783-3440

Fax: (207) 783-3440

Email: reg1uic@qwi.net

**MID ATLANTIC (02)****Robert Mauger**

176 Gravel Hole Road

Cape May Court House

New Jersey 08210

Res: (609) 861-5450

Fax: (609) 861-3363

Email: remauger@aol.com

**CENTRAL ATLANTIC (03)****Mark S. Ingrao**

2993 Aspen Lane

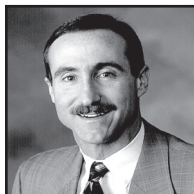
Falls Church, VA 22042

Bus: (202) 296-3390

Res: (703) 536-9692

Fax: (202) 296-3399

Email: mingrao@aoba-metro.org

**SOUTH ATLANTIC (04)****Dick Gayler**

4695 Lock Ridge Ct

Kennesaw, GA 30152-5715

Bus: (770) 423-6099

Res: (770) 427-5450

Email: gaylers@mindspring.com



2007 NATIONAL UMPIRE STAFF**SOUTHERN (05)****Max Wilkes**

2413 Beacon St
Phenix City, AL 36867
Bus: (334) 448-2780
Res: (334) 298-0907
Fax: (334) 298-0907
Email: maxwilkes@aol.com

**SOUTHWESTERN (06)****Gene Harrison**

212 W 40th Pl
Sand Springs, OK 74063
Bus: (918) 246-2561
Res: (918) 245-9765
Fax: (918) 246-2633
Email: lgharrison@sandsspringsok.org
geneh52@hotmail.org

**TEXAS (07)****Walter Sparks**

5607 Cary Grant
San Antonio, TX 78240
Res: (210) 523-6208
Fax: (210) 523-6208
Email: wsparkssa@aol.com

**GREAT LAKES (08)****Mike De Leo**

1049 S 10th St.
Au Gres, MI 48703
Res: (989) 876-6130
Fax: (989) 876-2410
Email: region8uic@charter.net



2007 NATIONAL UMPIRE STAFF**EAST CENTRAL (09)****Bernie Profato**

126 Millcreek Rd
Niles, OH 44446
Res: (330) 652-5283
Fax: (330) 652-5283
Email: bernie@umpire.com

**MID WEST (10)****Jerry Fick**

3016 Ambler Dr.
Cincinnati, OH 45241-3100
Res: (513) 563-2755
Fax: (513) 563-2755
Email: asauc@fuse.net

**NORTHERN (11)****Walt Stack**

105 Country Club Dr.
Bismark, ND 58501
Res: (701) 223-9748
Email: stackwalt@aol.com

**MID AMERICA (12)****Dave Epperson**

3816 SW Atwood
Topeka, KS 66610
Bus: (785) 435-3055
Res: (785) 266-9919
Fax: (785) 435-4265
Email: depperson8@cox.net



2007 NATIONAL UMPIRE STAFF

ROCKY MOUNTAIN (13)

Steve Rollins

443 S 725 E

Layton, UT 84041-4212

Res: (801) 546-2810

Email: umpsteve@hotmail.com



PACIFIC COAST (14)

Dave Maudsley

6455 Hillspire Ct

Citrus Heights, CA 95621-1843

Bus: (916) 947-2492

Res: (916) 722-4475

Fax: (413) 647-8979

Email: dmaudsley@softcom.net



NORTHWEST (15)

Bill Silves

13254 Parkhurst Ln.

Mt. Vernon, WA 98273

Res: (360) 856-4179

Email: wildbillsilves@msn.com



SECTION 1 DEFINITIONS

BUTTONHOOK: The movement of a Base Umpire from outside the infield to a position inside the diamond. This is accomplished by planting the right foot and using a pivoting motion toward the runner.

CHECK SWING: An intentional attempt by the batter to stop the completion of their swing.

DIAMOND: The area of the infield inside the baseline.

FLAT PITCH (SP): A term used to describe a pitch that does not reach the required six foot minimum height.

FORTY FIVE DEGREE ANGLE: The position at a base which the umpire should strive to gain prior to their movement to the final calling position.

GOOD PELVIC ALIGNMENT (GPA): The alignment of the Plate Umpire's pelvic with the outside front corner of home plate.

HEEL/TOE STANCE: The position of the Plate Umpire's feet when the heel of the foot closest to the batter is in a straight line with the toe of the foot closest to the catcher.

HIGH PITCH (SP): A term used to describe a pitch that exceeds the 12 foot maximum arc.

HOLDING ZONE: An area outside the diamond, adjacent to the third base foul line, where the plate umpire should go to read a play in certain situations.

INSIDE/OUTSIDE THEORY: The theory that governs the movement of the Base Umpire, as determined by a batted or thrown ball, inside or outside the infield.

NINETY DEGREE ANGLE: The primary position of observation by an umpire for viewing the required four elements to make a call.

SECONDARY POSITION: The movement away from the primary position to an area an umpire should attain to observe any subsequent play.

SLOT: The position the Plate Umpire assumes behind the catcher slightly inside the inside corner of the plate and outside the perimeter of the strike zone prior to the set position.

TAG PLAY: A situation in which a defensive player in possession of the ball touches a runner or batter-runner who is not in contact with a base.

TRACKING THE BALL: The act of watching the ball from the pitcher's hand into the catcher's glove/mitt using a slight movement of the head guided by the nose.

TRAILING THE BATTER- RUNNER: The movement of the Plate umpire toward first base near the line in fair territory to observe possible violations by the batter-runner, and to assist the Base Umpire with unusual situations.

WALKING THE LINE: The mechanic in which the Base Umpire(s) starts on the foul line and moves toward home plate as the pitch is delivered.

SECTION 2 PRE-REQUISITES FOR GOOD UMPIRING

Any umpire representing the Amateur Softball Association is performing a service to fellow umpires, to the leagues which we serve, to the managers, players and fans of softball. A competent umpire performs their duties with accepted signals and procedures. A thorough knowledge of the rules is important; but, more important is the understanding of their purpose, and the ability to interpret and enforce these principles.

Good game control begins with the umpire's appearance at the game site. Players and coaches alike base many of their actions during the contest on the amount of confidence they have in the umpire. The umpire who performs their duties in a brisk, businesslike manner upon arrival at the field, who is courteous with players and coaches (without being overly friendly) prior to the game, whose calls are made promptly and confidently and with an emphasis that dissuades argumentation, yet is not dictatorial, and who cooperates with partner's in the efficient coverage of all the game, is rarely questioned.

When you enter a ball park your sole duty is to umpire a ball game as the representative of the league. In all your actions and conduct, keep in mind that as an umpire, your position calls for the settling of controversies on the ball field and not in starting them elsewhere. Umpiring is a trying position that requires patience and good judgment. Remember always that the first essential in working out a bad situation is to keep your temper and self under control. Be firm and courteous and you will earn the respect of all. Friendship toward the umpire, appreciation for their duties and cooperation in their decisions rarely exists when a difficult situation occurs on the ball field. An umpire's only friend on the field is the other umpire.

An umpire should give any rule interpretation that a manager requests quickly and courteously; but refrain from general conversation and especially from discussion of plays and players. Umpires are to judge plays, not players.

To display an air of superiority because you are an umpire is unacceptable. Say "Hello" to the various people and make use of a friendly smile. Let it be said that you are a fine person and would be welcome in any gathering, for you are advertising yourself, your profession and above all, THE GAME of softball.

The proper handling of any softball game demands that each member of the umpire crew hustle at all times. In addition, the following three factors are essential to the success of any umpire:

1. Judgment
2. Mechanics and Techniques
3. Knowledge of the rules

JUDGMENT is an inherent factor of umpiring. The calm style of a polished umpire when confronted by a spontaneous uprising bears out this assumption. However, the truth is that the umpire, through a trying apprenticeship, has become case-hardened to the degree that enables a good umpire to take a most disagreeable incident in stride. Early in the career, the average umpire will likely respond to rowdy tactics or abusive language with some show of fear, but the umpire who advances in the game learns that a tight rein must be kept on temperament. No provocation, not even physical attack, should cause an umpire to lose sight of their primary responsibility—keeping the game under control. An angry umpire is never a master of the situation. In short, umpiring judgment is mainly experience, salted with cool-headed common sense.

GOOD MECHANICS AND TECHNIQUE are factors appreciated in some degree by even the most difficult player. A lack of good mechanics is the one thing that separates the best of the amateur umpires and any professional. **MECHANICS** deal with the who, what, where and often the why, while **TECHNIQUE** also deals primarily with the “how” of umpiring. Technique deals with the amount of flair or individualism employed by the umpire in any given situation.

Hustle is an integral part of good umpiring mechanics and technique. Acceptance of any umpiring assignment requires the complete attention and energy of an umpire for the entire game. Hustle is the spirited application of the principles of good umpiring. Aimless running about is not hustle or at least is not productive hustle. Briefly, good mechanics and technique consists of being in the right place at the right time coupled with strict attention to detail.

KNOWLEDGE OF THE PLAYING RULES is expected of every umpire. They should routinely devote ample time to reading and studying the rule book. There is no point in committing the rules to memory as their common sense application is the stamp of a master umpire.

An umpire should include the following ten prerequisites when striving to earn respect and confidence as a top rated umpire:

1. **CONDITIONING & APPEARANCE:** All umpires should be physically fit at the start of each season and then make certain that they keep themselves in good condition. An umpire who is not physically fit is a detriment to the game. Today's athletes are well conditioned, very skilled and they move with great speed. Umpires must be able to keep pace with the athletes and be able to move very quickly to get into the best position to cover a play. A pleasing personal appearance is invaluable to an umpire. Clothes should be clean and pressed. Shoes should be shined. A plate umpire should always have an indicator, plate brush, ball bag, pen or pencil and line up cards. A cap should be properly worn with the bill forward. Uniform and equipment do not make an umpire; however, you will be respected for looking the part.
2. **JUDGMENT & TIMING:** Decisions must be made positively and promptly, but

an umpire must not be too hasty in calling a play. Umpires must guard against rendering decisions prematurely. An umpire has to run to get into position on a play and yet come to a stop where all of the action can be seen clearly before making a ruling. Whenever possible do not make a 'fair/foul' decision while in motion. Go out on the foul line as far as the situation allows. Stop just prior to the ball being touched and indicate fair or foul before making the 'catch/no catch' ruling. When making a decision it is necessary to know the location of the ball. The fielder may drop the ball on a tag play in pivoting during a double play, or juggle the ball on a force play. After a momentary hesitation for the purpose of making certain the play is completed, the call should be made forcefully. A timid call by the umpire could be perceived in a negative manner, reflecting a lack of confidence. All plays should be called with an air of confidence as this goes a long way toward having the umpire's judgment accepted. Good umpires cultivate their voices to increase the authority implied by the spoken word. A strong voice, under control, is a valuable asset. All calls should be made loudly and clearly so that the players of both teams can hear them.

3. **TEAM WORK & COMMUNICATION:** Umpires working together must communicate and have mutual respect. The best rapport is obtained when there is a friendly attitude toward each other. Friendliness and respect for members of the crew (and profession) contribute to confidence in one another. Every umpire should strive to support their partner(s) throughout the entire contest. When one umpire requests an opinion from another concerning a given play which has been ruled upon, the opinion should be given honestly and courteously to the umpire requesting it. Do NOT offer an opinion unless requested by a partner. Unsolicited advice is never appreciated and will cultivate a lack of confidence in the umpire(s).

Umpires must make a conscientious effort not to infringe on the duties and responsibilities of each other. There is no cause for greater embarrassment than to have opposite decisions made by umpires on a given play. If proper mechanics are followed, there should be no conflicting decisions. Umpires must communicate by calling your partner off when drifting back into a base you are covering.

Do not discuss decisions with anyone but your partner and then only in private. Be in a position to help if requested. Your job is to see everything possible. If you alibi, you have not only lost the respect of your partner, but of the players as well.

4. **RULE KNOWLEDGE:** Good umpiring is dependent, to a large extent, upon a complete knowledge and understanding of the rules. To be a competent umpire, it is necessary to know the rules thoroughly. Some decisions are repeatedly made so that, with experience they come by reflex. The correct way to prepare yourself for effectively making decisions is through continued study of all possible situations. Then, basic fundamentals become second nature and correct interpretations are virtually automatic. Rule knowledge requires constant and analytical study. Reading the rules is not enough. Rules must be studied so that mental pictures of plays and situations result. Having developed clarity in the mental pictures, the umpire will then be able to immediately recognize the situation and correctly rule on it automatically. Umpires that guess and don't know the rules lose the confidence of players, coaches and spectators. Veteran and new umpires alike,

should attend rules clinics whenever possible and learn how and when to apply the rules.

5. **POSITIONING:** Proper umpiring mechanics are essential in attaining the best coverage. Many umpires who know the rules well fail to be accepted because their mechanics are poor. Mechanics, or play coverage, must be mastered if the umpire is to be successful. First, a proper position for various situations must be learned, and then the coverage must be practiced. Position and coverage should be discussed and reviewed regularly at clinics with the opportunities to practice the mechanics being made available to all umpires, including both the veteran and the novice. It is important that all umpires get the best position possible for any given play without being in the way of any player or a thrown or batted ball.
6. **SELF CONTROL:** An umpire must totally ignore remarks from the spectators. Every crowd will include a number of people who heckle an umpire. Many persons believe that to do so is a legitimate part of a ball game. Fans lose respect for an umpire that reacts to criticism. An umpire's reaction to heckling causes increased criticism. Umpires must ignore any and all spectator comments.
7. **SHOWMANSHIP:** Good umpires can effectively execute their duties without "showboating". The umpire that discharges their responsibilities with dignity and in conformance with accepted signals and procedures will encourage the players and spectators to accept their decisions. Being overly dramatic on routine plays does not accomplish the purpose for which it is intended, and such actions frequently cause the players to lose confidence in the decision made by an 'actor.' Selling the call with dignity is much more effective. Umpires should be part of the game, never the center of attention. An umpire should not attempt to coach a player. We don't want them telling us how to do our jobs and the umpire should never tell them how to do theirs. Negative comments about a player's ability or judgment on a play by the umpire can only cause hard feelings and bring trouble to the umpire.
8. **GAME MANAGEMENT:** Keep the game moving. Players should hustle on and off the field between innings. Umpires should "lead by example". A speed-up of but one minute between innings can cut thirteen minutes from the time of a seven-inning game. Good players usually hustle, as do good umpires. The umpire and players should move quickly to and from their positions.
9. **COURTESY:** Umpires must be courteous to players and coaches without visiting with them immediately before, during or after the game. A businesslike attitude and atmosphere must prevail. Do not get into arguments with the players, coaches or team representatives. Any discussion should be brief and to the point. A dignified attitude will often preclude and prevent an argument. Be polite and professional at all times. Umpiring is a people business.
10. **JUDGMENT:** The judgment necessary in making a decision is acquired through proper positioning to acquire the best possible angle. Every decision must be made on the basis of fact. Cover the play as the accepted procedure provides, and rule on the play as it was seen. Every umpire must realize that they will at some time err in their judgment regardless of how conscientious and efficient they try to be and regardless of their positioning or rules knowledge. Even when the most respected umpires "boot one" occasionally, they continue to work to the

best of their ability. The fact that every umpire makes mistakes should not cause them to drop their head, be unduly humble or embarrassed. After an error, the umpire must never attempt to even it up. Every call is made on its own merits. Frequent errors in rule interpretation or in judgment quickly cause the players, coaches and spectators to lose confidence in the umpire, but no one wants the umpire to attempt to even things out.

CODE OF ETHICS FOR UMPIRES

1. Honor all contracts regardless of possible inconvenience or financial basis.
2. Study the rules of the game diligently, observe the work of other good officials, and attempt to improve at all times.
3. Remember that while your work as an umpire is important, you must conduct yourself in such a way that spectator attention is directed to the players during the game and not at you.
4. Dress and maintain your appearance in a manner befitting the dignity and importance of the umpire.
5. Be fair and unbiased in your decisions, rendering them without regard to the score or the quality of the play on the field.
6. Cooperate and be professional in your associations with your fellow umpires and do nothing to cause them public embarrassment.
7. Be firm but not overbearing; positive but never rude; dignified but never 'cocky.' Remember the good umpire doesn't have to have the last word.
8. Be prepared both physically and mentally to administer the game.
9. Do not smoke on or in the vicinity of the playing field, nor drink any alcoholic beverages before the game you are to work.
10. Do not give information which might be used by a team's future opponent.
11. Keep in mind that the game is more important than the wishes of any individual player or coach or the ambitions of any individual umpire.

UMPIRE GENERAL RESPONSIBILITIES

Physical conditioning is a prime requisite of umpiring and requires a certain amount of discipline. Pre-season conditioning should include exercises designed to strengthen the legs. (jogging, running in place, etc). Basic forms of calisthenics to prepare one's self for hours of work behind the plate should begin well before the first game. The back and leg muscles can be easily conditioned by steadily working up to the point where knee-bends are easily endured. Conditioning during the season itself boils down to a matter of weight control and water level balance. Fluids must be replaced between games during those 'dog days' in August to prevent even the best umpires from running out of gas near the end of the season.

To discuss a mental attitude and emotional make-up favorable to being a good umpire touches many bases. Many umpires wish to continue an association with the game beyond their playing days. Others find the contribution we make to the game a source of great satisfaction. We've all heard the expression that the game can't be played to its fullest without the umpires. Others, however, think of umpiring as a major source of added income. These umpires constitute a large portion of the dropouts each season.

Often times they do not have the mental attitude or possess an understanding of the rules and purposes of the games they are umpiring. Nor do they always respect the players, coaches or their partners. Frequently, they are in a hurry to get the game over. Rarely do they involve themselves in affairs of the association designed to increase their overall development.

To remain calm in the face of adversity is an essential plan of an umpire's makeup. Composure should not be confused with complacency. Disagreements should be expected during the course of a hotly-contested ball game. The closer the call, the more likely a captain, coach or manager will have something to say. Many of us forget that a manager has a moral obligation to defend his players or their own actions. To request an interpretation of a rule is not to question the arbiter unnecessarily. An umpire must be ready to respond to legitimately raised points of the rules. To clarify a coach's misunderstanding of a rule quickly and concisely requires a thorough knowledge of the rules. In addition, it must involve some understanding of the questioner's role in the game. Finally, remember that not all players and coaches are stupid, nor are all umpires always right!!

Ejections

By rule, ejected participants shall leave the field and have no contact with the other participants or umpires. The plate umpire should not restart the game until the ejected person is gone. Although the rule book allows the umpire to rule a forfeit if the ejected participant is not removed in one minute, use good judgment. Pulling a watch only antagonizes all concerned. Explain to the manager the seriousness of forfeiture and let them handle the situation.

When a participant has been ejected in the first game of a double-header, except if dismissed for assault upon an umpire, they may return for the second game.

Exercise patience and common sense in the ejection of any participant. Don't order them out except for good cause. Ejection of a participant for a trivial offense is indefensible and reflects poorly upon the umpire.

Forfeits

All umpires have the authority to forfeit a game, but should exhaust every means at their command to prevent this action. Tell the offending team's manager a forfeit is a 'no win' situation. This is the responsibility of all umpires, so do everything possible to prevent a forfeit. Consult your partner(s) before you make the final decision to declare the forfeit.

Appeals

The appeal is a unique part of the game of softball which is initiated by the offended team. It basically occurs a) when a batter bats out of order, b) a runner misses a base or touches the white portion of the base when a play is being made at first base, c) a runner leaves base too soon on a fly ball, or d) a runner attempts to advance to second base after over running first base and this action is brought to the attention of the administering umpire prior to the next pitch, before the defense has left the field or before the umpires leave the field at the conclusion of the game.

If the appeal is requested during a live or dead ball, the administering umpire whose

responsibility it was to observe the base and runner will step forward and make the safe or out call.

If an appeal is directed toward the wrong umpire, that umpire should point to the responsible umpire, call their name and state 'You've got it!' The responsible umpire should then step forward and make the call.

If an appeal is made during a dead ball, the umpire who is going to make the call (1)The plate umpire should step out from behind the catcher and take 3 or 4 steps into the infield, look for any other umpire moving to make the call and if none make the call. (2)The base umpire should take 3 to 4 steps toward the infield,, look for any other umpire moving to make the call and if none, make the call. This will distinguish which umpire should be making the call and if both umpires are moving one umpires should point to the responsible umpire, call their name and state 'You've got it'. The responsible umpire should then make the call.

A strong, distinct signal should be used when making a call on an appeal play.

Protested Games

Many umpires become unglued when a protest arises. Control when your ruling is questioned gives you an opportunity to consider whether or not you were wrong. Listen to the points raised by the objecting manager or coach. If a formal protest is to be filed, notification must be made to the opposing manager prior to the next pitch. Once a protest has been made, further discussion of the play situation proves useless in most instances. However, it is possible that the manager favored by the questionable decision will feel that the protest may be upheld and possibly order the game replayed. In that event, the manager may likely agree with the protesting manager concerning the umpire's wrong decision and point out why. The umpire then should be free to change the decision, thus eliminating the touchy protested game situation. If after consultation with other crew members, and the umpire is correct, all crew members must agree to uphold the umpire's judgment and decision. If it is determined in the consultation that the umpire was in error the decision should be reversed in order to make it correct.

If the game is to be completed under protest the umpire must make a note of the incident and all details leading up to and involving the protest, before play resumes. If the protesting team wins the game the protest becomes meaningless.

Fraternizing with Players

Umpires should refrain from fraternizing with players and coaches. Many of the ball players for whom we umpire are our friends and it is difficult not to fraternize with them; however, prior to a game a friendly hello should suffice.

Communication and Signals

Communication and signals for umpires are essential. Signs enable one umpire to let a fellow umpire know the game situation on a specific play. Umpires should review the ASA Signal Chart prior to the start of the game and utilize these throughout the game. Signaling is a very important aspect of umpiring. Decisions are relayed to the players, coaches and spectators using approved signals. The adopted signals are dignified, informative, meaningful, and therefore, shall be used by all umpires. Poorly executed and unauthorized signals serve only to confuse. The manner in which a signal is given

determines, at least to a degree, its acceptance by players, coaches and spectators.

Here are the correct mechanics for each approved ASA Signal:

1. **ROUTINE SAFE:** From the set position with the feet approximately shoulder width apart and the hands about waist high, move to an upright position with the weight on the balls of the feet, keeping your eyes on the play. Bring both hands to the chest about shoulder height and give a verbal call while extending the arms horizontally, parallel with the ground, and the palms of your hands down.
2. **SELL SAFE:** The same as the safe call but as the arms are extended straight out with the palms down a step should be taken toward the play.
3. **ROUTINE OUT:** From the set position with feet approximately shoulder width apart and hands about waist high, move to an upright position with the weight on the balls of the feet, keeping your eyes on the play. Bring your left hand to your body, just above your belt, and raise your right hand into a 90 degree HAMMER position. The HAMMER is made forming the 90 degree angle at the intersection of the forearm and the upper forearm, with the fingers facing the right ear. At this time the verbal call is made.
4. **SELL OUT:** From the set position, move to an upright position and take a step with the left foot directly at the play. Keeping your eyes on the play, raise the right arm with an open hand above your head into a throwing position. Step with the left foot and shuffle the right foot, crossing behind your left foot, as in the manner normally used by the shortstop when throwing to first base. Plant the right foot and step closer to the play with your left foot. Complete the throwing motion while giving a strong verbal call.
5. **STRIKE:** Same basic mechanics as the Routine Out call. Keep your eyes on the ball while you give the Verbal portion of the call in the set or down position, followed by the physical signal in the upright position.
6. **FAIR BALL:** Body upright, eyes on the ball and point toward fair territory with the arm toward the infield. There is NO verbal call on a fair ball. If wearing a mask, remove it with and hold it in your left hand.
7. **FOUL BALL:** If the ball is foul, and goes directly to the ground, signal DEAD BALL, and give the verbal call of FOUL BALL. For balls touched near the foul line over foul territory, extend your arm in a pointing motion toward foul territory. If caught, follow with the OUT signal. If not caught follow with the DEAD BALL signal, and a verbal call of FOUL BALL.
8. **DEAD BALL/TIME OUT/NO PITCH:** Body upright, both arms extended high in the air with the palms of the hands open and facing away from the umpire's body. A verbal call of "dead ball", "time out" or "no pitch" is made at the same times the arms are going up.
9. **PLAY BALL:** Body upright, eyes on the pitcher and the umpire makes a motion toward the pitcher with their hand. With a right handed batter use the opposite or right hand and with a left handed batter use the opposite or left hand.. A verbal call of "play" or "play ball" is made as the umpire motions toward the pitcher.
10. **HOLD UP PLAY:** Body upright and raise either hand with the palm facing the pitcher. With a right handed batter use the opposite or right hand and with a left handed batter use the opposite or left hand. "No pitch" is declared if the pitcher pitches while the umpire has their hand in this position.

11. **DELAYED DEAD BALL:** The left arm is extended straight out to the side of the body from the shoulder and the left hand is in a fist. This position is held long enough for the players to recognize that the umpire has observed an act that warrants this signal.
12. **INFIELD FLY:** Body upright, eyes on the ball and right arm extended high into the air with a closed fist. Make a verbal call of "Infield Fly". If the batted ball is near the foul line, call "Infield Fly, if Fair".
13. **NO CATCH:** Use the "Safe" signal along with a verbal call of "SAFE". This is used when the ball is not caught (TRAPPED) on a diving catch attempt.
14. **FOUL TIP:** Body upright and eyes on the ball. The fingers of both hands are touched together about shoulder high followed by a strike signal with NO verbal call.
15. **COUNT:** Body upright and look directly at the pitcher. Both hands are extended above the head to a point where they may be seen. Consecutive fingers are used to indicate the ball and strike count on the batter. Use the fingers of the left hand for balls and the fingers of the right hand for strikes. A verbal description of the count is given, mentioning the number and word 'balls' first, followed by the number and word 'strikes' next. For example, "no balls and two strikes".
16. **DOUBLE:** Body upright. Raise the right hand high above the head indicating with two fingers the number of bases to be awarded. A verbal call of "two bases" is made while the hand remains overhead.
17. **HOME RUN:** Body upright. Raise the right hand high above the head with a closed fist. Make a counter-clockwise circling motion with the raised fist. A verbal call of "home run" is made at the same time the fist is overhead.
18. **FOUR-BASE AWARD:** Body upright. Raise the right hand high above the head with four fingers shown. A verbal call of "four base award" is made at the same time the hand is overhead.

Umpire-to-Umpire Communications

There are several signals between umpires which assist in communication and help the game run smoothly. These include:

1. Plate umpire requesting help on a half or check swing. Remove mask and point to base umpire and ask.
2. Base umpire indicating YES it is a strike. Give strike signal.
3. Base umpire indicating NO the batter did not swing. Give a safe signal.
4. Indicating an infield fly situation. Right hand to the left chest.
5. When requesting the count or the number of outs, use a verbal communication request and your partner should reply with the count verbally.

Pre-Game Responsibilities

Arrive at the playing field dressed, ready for the game no less than 30 minutes before the scheduled starting time. Get the game balls and prepare them for use in the game. Let the managers know you are there, give them line-up cards and let them know the starting time for the game. Check with the scorekeeper, league or tournament director and the UIC, so they are aware of your arrival, and to see if there are any instructions.

Review the ground rules with the tournament director, UIC or home team prior to the

pre-game conference with the managers. If there is a conflict, the umpires should resolve it before entering the field of play.

Ensure the field is properly marked, that the pitcher's plate and bases are legal and at proper distances. It is important for the umpires to be together and walk the field so that any points or questions concerning the ground rules can be addressed. All obstacles which could or may create dead ball situations should be specifically noted and examined.

Review coverage and proper tag-up calls with your partner(s) so there will be no confusion during the game. Discuss signals to be used between the umpires to assist calls. Discuss rules only if there is some confusion or concern.

It is very important for you, the umpire, to make a good first impression with everyone involved in your ball game. Make certain you are well groomed. Your shoes should be shined, uniform clean and pressed, the shirt clean and cap neat and on straight. You won't be out there five minutes before you will be all dust and dirt, but nevertheless, the first appearance makes a big impression on everyone in the park.

Pre-Game Ground Rules

Umpires should meet with the managers, captains, or their representative(s) at home plate for ground rules no less than five minutes before game time. Check the line-ups from the respective teams. Make certain the team representative checks their line-up card including first and last name, defensive position and uniform number of each participant. When returned to the umpire, the line-up is official. A copy of the line-up card should also be turned over to the scorekeeper. Next, go over the ground rules.

The discussion at the plate before the game should be handled by the plate umpire. It is not necessary for the other umpire to enter the discussion, except to ask a question for clarification.

1. The plate umpire should introduce all umpires to both managers and/or coaches in attendance.
2. Review ground rules. Begin by outlining dead ball areas, then continue on to home plate, third base dugouts, outfield fence and foul poles, and first base dugouts. Cover all openings and obstacles.

Ground rules should take care of situations for the particular playing field. Always try to make all ground rules so they keep the ball in play as much as possible. In ball parks that are not completely fenced in, the umpire should establish an out of play area down the left field and right field lines, usually paralleling the foul lines and starting at the back stop to the players bench and then from the players bench on out. Umpires should try to sight a permanent object from the end of the bench to make it easier to determine whether a ball is in or out of play. Make sure that the bats are stored behind the out-of-play-line and players stay in the dugout area.

Ground rules should define the playing area, not the enforcement procedures stated in the official playing rules of softball.

Following the pre-game discussion with the managers, it is advisable to double check the data with the scorer so that if an error in recording or completing the line-up card is made it can be corrected. It is important to briefly discuss with the official scorer such matters as how substitutes and/or courtesy runners will be reported.

The umpire is responsible for the batting order and should maintain a line-up card, throughout the game.

Available from the ASA is a "Pre-Game/Signal Card" which offers additional comments to assist with the pre-game conference. Comments for pre-game discussions with your umpiring partner, as well as with the managers, are included.

Procedure at End of Game

Umpires should leave the field together after giving the defensive team reasonable time for a possible appeal play. When the game is completed, each umpire should take care of their own equipment and the crew should leave the field together on the side where you will receive the least resistance, normally the winning team.

The plate umpire should return the game balls to the person responsible for them, and report at once to the proper authority any flagrant conduct or irregularity associated with the game.

Often players and fans will make comments to umpires as they leave the field. Do not stop to answer their questions or enter into an argument about any controversial play that occurred in the game. Politely tell them, "I can't discuss the play with you now" or "I am sorry I can't talk with you now, as I have to get prepared for my next game." Don't kid yourself into thinking you will be able to explain the play to them or make them believe you. If they didn't agree with you at the time the play happened, they most often won't agree with you after the game either. Some players and fans want the umpire to stop or respond to their comments, but for the umpire to do so is both unprofessional and inexcusable. Umpires must learn to keep their composure at all times. This may mean biting your tongue on occasion, but an umpire should remember you do not have to have the last word. Be polite to everyone and quickly leave the area as businesslike and inconspicuously as possible.

If you are confronted be cautious of what you say. Be polite with your answers and remain under control. Do not say anything which may embarrass you later, for such things could easily result in the situation being blown out of proportion and even more difficult for everyone.

Questions pertaining to your game schedule, salaries and allowances should be kept secret. If asked you can politely state, "I am sorry but we are not permitted to divulge that information."

When the game is over the umpire crew should find a location to be by them, clean up and discuss the game just completed. Review any unusual situations that occurred during the game to see if you could have covered the play better. Umpires must forget the games in the past and concentrate on doing a job in the future. Umpires should not hold a grudge or remember the comments a player made in an earlier game. Each game is a new game and a fresh start for everyone. Don't go on the field looking for trouble. It will find you quick enough without looking for it.

An umpire is expected to be perfect your very first game and improve each game thereafter.

**HELPFUL HINTS FOR UMPIRES
DOs AND DON'Ts****Do...**

1. HUSTLE.
2. Study rules regularly.
3. Be neat and well groomed at all times.
4. Study why bad situations occur and work to correct them.
5. Be courteous but firm.
6. Be punctual.
7. Forget the bad days and the players that gave you trouble. Tomorrow is another day.
8. Be truthful.
9. Call your own plays.
10. Keep your hands off the players or coaches at all times.
11. Keep home plate and pitcher's plate clean.
12. Get as close to the play as possible without smothering it.
13. Back up your partner.
14. Keep your eye on the ball.
15. Bear down whenever necessary.
16. Be alert in thinking of the game situation.
17. Always strive to improve yourself and your umpiring.
18. Stay in shape.
19. Be pleasant and professional at all times.
20. Know the ball park and ground rules.
21. Take pride in your work.
22. Avoid unnecessary conversation with the players and managers.
23. Use the energy necessary to make a call believable, but never embarrass a player.

Don't...

1. Kid the ball players at any time.
2. Call the pitch until it is caught or hits the ground behind the plate.
3. Verbalize the strike when the batter obviously swings at and misses a pitch.
4. Second guess your partner at any time, on or off the field.
5. Make decisions too soon. Take a good look first to be sure the play is completed, and then make your call.
6. Tell the players what to do or how to play their position. Your job is to umpire and attend to that only.
7. Call the runner out with your mask in the right hand. It might slip out of your hand and hit the runner or fielder making the play.
8. Let the players abuse you. Be patient and tolerant.
9. Be doubtful. Know what is going on.
10. Stand in a player's way, then they can't use you as an alibi.
11. Have rabbit ears. Ignore what they say or do in the stands?
12. Look for trouble. You'll find plenty of it without looking.
13. Walk on the field with a cigarette in your hand or your hat in your pocket.
14. Be overly technical. Use common sense.

15. Talk about anyone else unless you have something good to say about them.
16. Go out in the field with a chip on your shoulder.
17. Try to out-talk the players. Let them do the talking and when they have said enough, make them play ball.
18. Talk back to the stands, for they can think faster than you.
19. Worry about the game or what happened on the diamond. It is all over as far as you are concerned when the last out is made.
20. Chew tobacco when you are umpiring.
21. Make any of your decisions or calls too soon. It is better to be a little late in making the call rather than to make the call, and then reverse your decision.
22. Locate the ball for the players or let on where the ball is.
23. Alibi to anyone at any time. It won't help.
24. Carry messages to your partner from a player. Tell them they had better deliver their own messages and never tell your partner anything you might hear.
25. Allow the players to keep anything hanging out of their pockets when they bat.
26. Get the big head or try to put on an act when you are on or off the field.
27. Get lazy. No one respects or appreciates an umpire who doesn't hustle. You're fooling no one but yourself.
28. Give the other umpire trouble. If something comes up that should be talked about, do it in a nice way.
29. Pick on any particular players. It leads to umpire-player friction and sooner or later is sure to cause trouble. Forgive and forget.

SECTION 3 PLATE MECHANICS

GENERAL PLATE MECHANICS

Timing

It is IMPORTANT that an umpire develop proper timing and rhythm in making decisions. It is not only important to know when to drop to the set position but it is equally important to develop a definite rhythm in making ALL calls and that rhythm should not vary. Only the emphasis of various calls will change.

It is said that the plate umpire sets the tempo and controls the game. If an umpire is going to control and set the tempo of the game, they MUST first be in control of themselves. The first step to do this is to develop a sense of timing and rhythm. An umpire who makes calls quickly on every pitch will appear to be guessing. Timing must be slow enough, yet deliberate and consistent. Track the ball watching the ball from the pitcher's hand into the catcher's glove or to the ground in Slow Pitch, using a slight movement of the head and eyes guided by your nose.

Strikes

Everyone appreciates the umpire who has developed proper timing in administering decisions as a plate umpire. This development lends more to setting the tempo and controlling the game than any other facet of umpiring. Suggested guidelines are:

1. Drop to the set position. (See fast and slow pitch plate mechanics.)
2. Track the ball from the pitcher's hand to the catcher's glove/mitt or until it touches the ground in Slow Pitch. Hesitate and make a call slightly after the pitch has been caught by the catcher or touches the ground in Slow Pitch. Even though your decision is made as the ball crosses home plate, verbalize your call after the ball is in the catcher's glove/mitt or touches the ground in Slow Pitch.
3. Call "Strike!" briskly and loudly.
4. Make the verbal STRIKE call from the set position slightly after the ball is in the catcher's glove/mitt or touches the ground in Slow Pitch.
5. Rise to the upright position without moving your feet. Bring your right arm to a 90-degree angle. Move the forearm slightly forward like a hammer to add certainty to your call. The hammer should always be given in the upright position.

Calling Strikes



Slow pitch (above) and fast pitch (below) are identical in the mechanics.



Balls

The procedure for calling 'BALLS' is as follows:

1. Drop to the set position and track the ball from the pitcher's hand to the catcher's glove/mitt or until it touches the ground in Slow Pitch. Allow the pitch to cross the home plate and do not make a call until the ball is in the catcher's glove or touches the ground in Slow Pitch.
2. Make a crisp verbal call, 'BALL' with a downward vocal inflection.
3. Step back with your lead foot while assuming an upright position.
4. Drop your arms to your sides, relax, and await your next call. Balls should always be called from the down or set position and before any move is made toward the upright position.
5. In Men's Slow Pitch and Women's Open Slow Pitch, a pitched ball that hits the ground before reaching home plate, hits the plate, or hits the batter becomes dead. A non-verbal dead ball signal should be given, followed by a verbal ball call.

Count

The plate umpire is responsible for keeping the proper count. Relay the count periodically by giving the number of balls on the batter with the left hand and the number of strikes on the right. In addition, give the count verbally, ALWAYS with the number of balls first. Example: "2 balls and 2 strikes".

How often the count is given depends on a number of situations. If the field is equipped with a scoreboard, it is only necessary to give the count when requested by a player or manager or to correct the scoreboard if it is incorrect. Remember, if the scoreboard is incorrect, try to correct it as inconspicuously as possible. The scorer is also an official of the game and should be treated accordingly.

If there is no scoreboard, the count should be given: 1) when requested, 2) after a delay in the normal flow of the game, or 3) whenever the plate umpire feels the next pitch could create a change in status: for example 3 balls and/or 2 strikes on the batter. This is a situation where on the next pitch there could be a base on balls or a strike out. It simply alerts the teams of the game situation as well as alerting all umpires to be ready. When giving the count always give it to the pitcher. Make sure the pitcher is looking your way before you give the count.

Ball Rotation Procedure

According to ASA procedure, the current game ball is in play until such time as it goes out of play. However, the pitcher does have a choice of balls at the start of each inning. In addition, if both balls do not get into play in the first half of the first inning, the pitcher in the bottom half of the first inning MUST throw the unused ball. No choice is offered.

Each pitcher has a choice of game balls at the start of each half inning, but this does not permit the pitcher having both balls for trial purposes before making a choice. It means that after the inning is completed, the ball should be returned to the vicinity of the pitching plate by the team leaving the field or by the umpire. The pitcher taking the field now has a ball to start the next half inning. The pitcher may request the other ball from the plate umpire prior to the first warm-up pitch. The pitcher may NOT hold both game balls at one time.

Before the plate umpire relinquishes the second ball, the pitcher must first hand or toss the ball presently in the game to the plate umpire. Then, and only then, should the umpire toss the second ball into the game for play. **THE PITCHER HAS NOW MADE A CHOICE** and must pitch that ball.

If the umpire deems any ball unfit for play, the ball may be replaced without penalty. This ball should be removed from the game.

Fly Balls

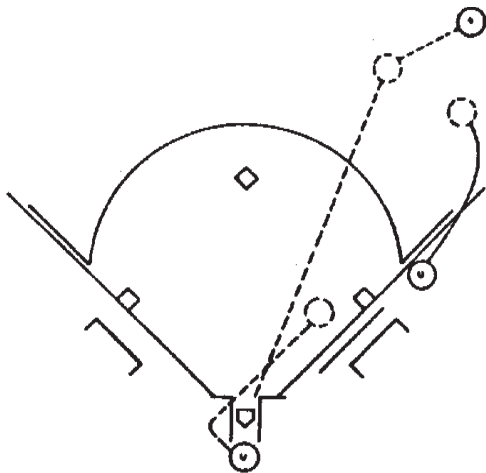
The plate umpire calls ALL fly balls as well as rendering all decisions on Fair/Foul and Catch/No Catch, except when the base umpire(s) **TURN THEIR BACK** to the infield and goes to the outfield to make the call. Once the base umpire turns their back to the infield, it is **THEIR CALL**, fair/ foul or caught or not caught. The base umpire should **NOT RETURN**. If a base umpire does not turn to go to the outfield, they should **NOT** make a call. The plate umpire should not mirror the signal given by the base umpire on fair / foul or catch / no catch.

Any time there is a fly ball or possible trapped ball situation, an umpire should go out. Any time there is an umpire positioned up the middle in the three umpire system, that umpire will not go out on a fly ball down either foul line. In three umpire system, an umpire positioned on the line at the time of the pitch, should go out on a fly ball down that line, fair or foul.

Any time there is a batted ball hit near the fence or a sinking line drive, regardless of the number of runners, an umpire should go out.

In making calls on fly balls, especially on possible balls that are questionable to whether they will be caught, the umpire should **NOT** go directly to the play. Move to the best angle to the catch. Move parallel to the flight of the ball to pick up your best angle on the catch/no catch. Give a clear signal and use a loud voice to indicate catch/no catch.

FIGURE 01.



Fair and Foul Balls

On fly balls near the foul lines umpires should think in terms of priority of fair / foul and then catch / no catch. If you do not think in terms of these priorities, on the routine fly ball near the line that everyone expects to be caught is DROPPED, everyone knows that the batter is SAFE but no one, including the umpire will know whether or not the ball was FAIR or FOUL. This is very important in the Slow Pitch game as an uncaught third strike foul ball is an out. Batted balls that are obviously foul or fair need only be called out or safe.

When umpires are not stationed on either foul line and a ball is hit into the outfield near a foul line, or against the fence or over the fence, the plate umpire must go out as far as possible without leaving the infield to get the best look at the ball. Ideally you should go about half way to first base and come to a stop on the foul line.

Batted balls hit down the foul lines close to the foul line should be called in a very decisive manner. On uncaught foul balls, the DEAD BALL signal is given. On all caught foul fly balls, the ball remains live, and the OUT signal, and the verbal "OUT" call is all that is necessary. On batted balls close to the foul line, once it is touched the umpire must point toward fair or foul territory indicating the status of the ball, before signaling catch or no catch. REMEMBER THE VOICE IS USED ON FOUL BALLS, OUT CALLS, or a caught fly ball over fair territory.

Batted balls that leave the park near the foul lines should also be called very decisively, so there can be no question about the umpire's decision on the play.

Plate umpires are responsible for all FAIR or FOUL bounding balls over first or third base regardless if a base umpire is positioned on the foul line. Base umpires are only responsible for fair or foul if they turn their back and go to the outfield.

Umpires are cautioned to judge balls hit for distance directly down the foul lines fair or foul as the ball passes the point where the outfield fence or barrier and the foul pole join. The umpires are not to judge the ball fair or foul before it reaches this point.

Leaving the Plate Area and Trailing the Batter-Runner:

The plate umpire should always trail with no runners on or with a runner at first base, unless the play takes them elsewhere. It is recommended that you trail about one third of the way down the first base line.

Develop the habit of leaving the plate area from the left of the catcher. The catcher normally leaves the plate area to the right side. This is the shortest route to back up plays at first base which is one of the catcher's priorities.

Leaving the plate area on the left side of the catcher should avoid any collision with the catcher.

With no runners on base or a runner on first base only, leave the plate area on the left side and follow the base runner toward first base in fair ground. Ideally you should go about one third of the way to first base and come to a stop slightly inside the foul line and observe the play at first.

This will enable you to either make or assist the base umpire in administration of:

1. Collisions by the catcher and batter-runner.
2. Tags made by the catcher or any infielder on the batter-runner prior to entering the three foot running lane is the responsibility of the plate umpire. From that point to first base is the base umpire's responsibility.

3. Violations of the THREE-FOOT lane.
4. Overthrows and blocked balls.
5. A possible pulled foot.
6. A possible juggled catch.
7. The base umpire going to the outfield. You are already in position to make any calls on the bases that might develop.

After moving toward first base with a runner on first base, be aware of a possible play at third base with the lead runner, as that is the plate umpire's responsibility also. After going one-third of the way down the first base line the plate umpire should move across the infield directly toward third base for a possible play.

Passed Balls (Fast Pitch, Slow Pitch with stealing), Wild Pitches (Fast Pitch, Slow Pitch with stealing) and Fly Balls to the Backstop.

DO NOT watch the ball once it has been popped-up, or once the ball passes the catcher on a passed ball or wild pitch. Think in terms of priorities. Your first priority is to avoid a collision with the catcher and then allow the catcher to make the play.

Move back, as you are removing your mask, if needed, and watch the catcher's shoulders. The catcher cannot move in any direction without shoulder movement. Pivot out of the way, clear the area and find the ball.

Once you have found the ball, your priorities become: 1) the back stop and 2) the foul line. If the ball goes back to the backstop, follow the play to observe a possible trap against the backstop, the ball becoming blocked, or the ball leaving the field of play.

On a fly ball near the line, remember your priorities are: 1) 'fair / foul', and 2) 'catch / no catch'.

If a runner is in scoring position at third base, take a position in the rear-most corner of the right hand batter's box for a possible play at the plate. If the ball is at the backstop, move as the play dictates to inside the diamond or on the first base side without crossing the path of the batter or runner.

Conferences

It is the plate umpire's responsibility to enforce the rules governing conferences both offensive and defensive.

The plate umpire shall inform the team, offensively or defensively, that once a conference has been charged. They should record the conference on their line-up card.

An offensive conference may include any number of runners, players, coaches or the batter.

The defensive conference is charged when: 1) when the manager or other team representative from the dugout request "time" and communicates with any defensive player. Note: Yelling instructions from the dugout area is not a conference. 2) A defensive player requests a suspension of play and goes to the dugout area for instructions.

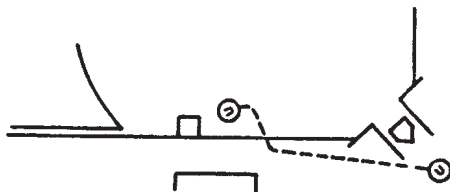
A conference shall NOT be charged if the offensive team confers with a batter or runner when the defensive team requests a time out for a conference. Nor is it a charged conference if the defensive team takes advantage of the offensive team having a conference.

HOWEVER, once the umpire instructs the team that is charged with the conference to "Play Ball", both teams must immediately play ball or be in jeopardy of having a conference charged to them and enforcement of the appropriate penalty.

Third Base Calls

In making calls at third base, the plate umpire should remain in foul territory halfway between home plate and third base, watching the play develop. If there is a call to be made at third base, the umpire should 1) move inside the diamond about two-thirds of the way to third, 2) move in about 10 to 12 feet from the base and make the call.

FIGURE 03.



The umpire should be inside the diamond at this point, as that it is the best position to make the call. If the ball should get away from the third baseman, it is normally going into foul territory and any interference by the umpire will be avoided by being in this position. Here again, we are using the inside-outside theory.

In addition, if the throw is wild and the runner continues to advance toward home, the plate umpire has avoided a collision with the runner rounding third. Another reason would be that from this inside position the umpire will have a 10 to 15 foot advantage in covering any play at the plate.

Rundowns

When a runner is caught in a rundown, it is important that the covering umpire move to get the best perspective of both ends of the play. Usually the umpire will be a minimum of 15 feet from the runner and move parallel to the base line unless you are covering the play alone. It is not necessary to run back and forth with the runner, but the umpire must follow the ball. Move quickly toward or around the play to get the best angle as the tag is applied. Be alert for obstruction. Most rundowns are covered by one umpire because they happen quickly.

Whenever possible, with a single runner in a RUNDOWN, two umpires should 'bracket' the play as follows:

- 1) Between first and second base, the plate umpire should take the 'trail' position, closest to first base. The base umpire should take the 'lead' position at second base. The plate umpire should be inside the diamond while the base umpire should be outside the diamond.
- 2) Between second and third base, the plate umpire should take the 'lead' position closest to third inside the diamond while the base umpire takes the 'trail' position closest to second base outside the diamond.
- 3) Between third base and home plate, the plate umpire will take the 'lead' position nearest home plate OUTSIDE the diamond, while the base umpire takes the 'trail' position nearest third base INSIDE the diamond.

In ALL cases the umpire should communicate, "I've got the lead," or "I've got this end," etc. This communication is critical to being able to team on the call, rather than making a possible double call. When two umpires are covering a rundown, the direction in which

this runner is moving at the time of the tag will dictate which umpire will make the call. We never want two umpires making any call, even if they are the same calls.

Run Counts (Time Play)

It is important that umpires work together on situations where the third out of the inning is a tag play with a runner about to score. The base umpire must make their call **LOUD** and **CLEAR** to assist the plate umpire in making their determination. This is one situation when the out call on the bases must be made without any unnecessary delay.

The plate umpire should immediately and without hesitation indicate the “Run counts” or the “Run does not count” and inform the scorekeeper. The umpire should know a run does NOT count if the third out of the inning is a result of:

1. A batter-runner being put out prior to reaching first base.
2. A force out.
3. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate..
4. A preceding runner is declared out on an appeal play.

NOTE: A “fourth out” appeal can be made after the third out in order to nullify a run.

Tag Plays at Home Plate

Basically, there are two positions for making calls on tag plays at the plate: 1) When returning from third base to make a call from inside the diamond and 2) when the play is coming from fair territory or a throw from the outfield to make a call from the outside.

In returning from third base, and the ball is in foul territory, the plate umpire should stay inside the diamond, moving parallel to the base line and assume a position 10 to 12 feet from home plate and 90 degrees from the path of the runner.

Keep your weight distributed on the balls of your feet, move in on the play as it develops, find the ball and make the call. (See figure 05.)

On a play at third that allows the runner to advance, the ball, for the most part, will wind up in foul territory. You remain inside the diamond as you move to home plate. All four elements will remain within view—the ball, the defense, the offense and the base.

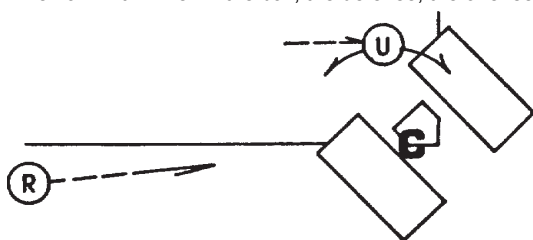
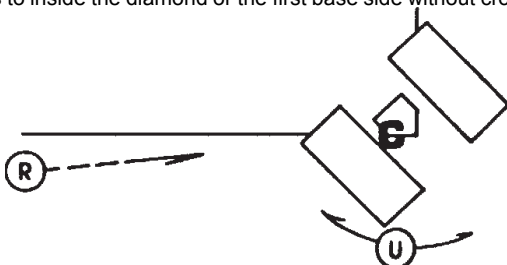


FIGURE 04.

On plays at the plate where the ball is coming from fair territory or a throw from the outfield, the plate umpire should assume a position in foul territory, 90 degrees from the path of the runner just outside the deepest corner of the right hand batter's box. (Figure 04.) After making this call the umpire should clear out while continuing to watch the ball, remaining in foul territory. If the ball gets away and goes behind the umpire, move as

the play dictates to inside the diamond or the first base side without crossing the path of the runner.

FIGURE 05.



Assume the basic position. Keep your weight distributed on the balls of your feet, move in as the play develops, find the ball and make the call accordingly.

Due to the critical nature of the play at home plate, move in to find the ball. If you can't find it, ask the player for the BALL and point with your left hand and SELL the call accordingly.

Appeal at Home Plate

When the runner misses home plate and the catcher misses the tag, the umpire should HESITATE slightly to allow the players to finish the play. The runner will reach to tag the plate or the catcher will reach to tag the runner. If no tag is made, the umpire should declare the runner SAFE. If a proper appeal is made, the umpire should honor the appeal and then declare the runner OUT.

There are two reasons why we advocate this procedure: 1) We do NOT want to tip either team that the play may not be over, and 2) a runner is assumed SAFE until put out. If a proper appeal is NOT made, the runner is SAFE.

Difficult Situations

The following are difficult situations to be handled by the plate umpire:

1. Check swing situations.
2. A hit batter, including situations where a pitch is up and in, where it could hit the batter then the bat or hit the bat and then the batter, or the pitch that hits the hands.
3. A batter hitting a batted ball a second time.
4. Balls hit off the batter's foot.

The rules governing these situations are relatively simple. It's the situation itself that create the problem. All too often the umpire will add to the confusion by not handling the situation properly. In MOST cases proper mechanics can avoid further complications.

Difficult situations call for DEFINITE ACTION. The best advice is to stay calm and make an emphatic call of DEAD BALL. Except for the check swing, the above mentioned plays result in a dead ball. There is no hurry! Once you call dead ball, enforce the penalty.

The proper DEAD BALL call serves two purposes: 1) It kills the play to avoid further confusion. 2) It gives you the opportunity to clear the cob webs and make the proper call.

At this point a slight hesitation allows you the opportunity to think the play through and make the proper call.

A well umpired game often falls by the wayside because an umpire failed to use proper mechanics in handling difficult situations and simply added to the confusion. It is the handling of these and other difficult situations that separate the excellent umpire from the mediocre umpire.

Check Swing Situations

Probably one of the toughest situations for the plate umpire to handle alone is the 'check swing' situation. It is difficult because: 1) The plate umpire has to determine whether the pitch was in the strike zone. 2) Did the batter swing at the pitch?

To complicate the issue, the catcher may come up and block the umpire's vision.

The umpire should think in terms of the above priorities. If in doubt, call it a ball and ask for help from the base umpire. Call it a strike if it was in the strike zone or the batter swings and misses.

Normally there are four areas which constitute whether or not the batter has swung at the ball or checked the swing: 1) rolling the wrist, 2) swinging through the ball and bringing or drawing the bat back, unless drawing it back before the pitch gets to the bat 3) the bat being out in front of the body, or 4) makes an attempt to hit the pitch.

The plate umpire should let everyone know that the batter swung at the ball by pointing at the batter with the left hand for right handed batters or the right hand for left handed batters, then give a strong **verbal confirmation** accompanied by a strike signal. Remove all doubt that the batter swung at the pitch.

If the pitch is called a ball and the catcher requests that you ask for help, and you are not sure if the batter swung, ask for help. It is not a weakness to go for help.

Ask for help by removing your mask as you 1) step out from behind the catcher, 2) point to the base umpire and ask. When working the three-umpire system, step away from the batter and immediately go to the appropriate base umpire. If the batter is right-handed, go to the first base umpire. If the batter is left-handed, go to the third base umpire. When a pitch is called a strike, it will remain a strike, and a request for help is not permitted.

If the base umpire rules that the batter swung, they should give a verbal "YES" accompanied by a strong strike signal. If it is the third strike, a strong "sell" signal is recommended. If the base umpire ruled that the batter did not swing, a verbal "NO" with a safe signal is given. The plate umpire should not "echo" the call. The plate umpire should return to a position behind the catcher with the mask on, and give the count to reinforce the call.

Dead Ball Situations

Hit by Pitch. In fast pitch, if a batter is hit by a pitched ball, the award is first base, providing an attempt is made to avoid the pitch, there was no swing and the ball was not in the strike zone. **THE HANDS ARE NOT PART OF THE BAT!** Any time the batter is hit by a pitched ball, the ball is DEAD. In slow pitch the ball is dead and no awards are granted.

Hitting the Ball a Second Time. After leaving the batter's box, a batter is OUT and the ball is dead if the ball is hit a second time over FAIR territory. An umpire should not guess a batter out. If the batter tops the ball, it hits the plate, comes straight up immediately and hits the batter's bat, a foul ball is ruled. Consider the situation. You are behind the catcher and six or seven feet behind home plate, a poor

position to determine a fair batted ball that has been hit a second time. IF YOU have any doubt as to whether it was a fair ball when it was hit a second time, it is a FOUL BALL! On the other hand, if you KNOW it was a fair ball, the ball is dead and the batter is out. The key is the batter's foot in relation to the batter's box. 1) Come up with a good dead ball signal and verbalize "DEAD BALL", 2) point to the ground where the contact occurred and call the out.

The important thing at this point, is that you TAKE CHARGE and SELL THE CALL.

Ball Off Batter's Foot. If a batted fair ball hits off the batter's foot, THE BATTER IS OUT, unless the batter is in the batter's box when hit by the ball. If the ball is in foul territory when it hits the batter's foot, it is a FOUL BALL.

This play has to be handled immediately and properly. Often it is difficult for the plate umpire to detect the foot being hit. The base umpire should be alert to this situation and call DEAD BALL immediately when it occurs.

There is nothing more embarrassing than to have the batter hit a ball off the foot while in the batter's box, have the pitcher pick up a slow roller and throw the runner out at first base, only to find that the batter DID NOT even leave the batter's box because everyone knew it was a FOUL BALL except the umpires.

The plate umpire should call "DEAD BALL", followed by "FOUL BALL" or "OUT". The base umpire, when assisting the plate umpire, should declare DEAD BALL. The base umpire SHOULD NOT call a batter out from 70 or 80 feet away.

Remember, this is a tough call for the plate umpire. SELL IT! If there is any doubt that the batter was hit while in the batter's box. Again, never guess an out.

Time Out - Suspension of Play

To indicate to the pitcher NOT to start to pitch, the umpire should raise the right hand for a right handed batter and the left hand for a left handed batter, with the palm facing the pitcher.

No pitch shall be declared if the pitcher pitches while the umpire is holding up play.

TIME OUT shall be called for the purpose of SUSPENDING PLAY. The proper signal for time out is BOTH hands, extended high above the head with a verbal call. As opposed to the holding-up play, the TIME OUT call and signal should be forceful, distinct and very apparent that play has been suspended. TIME OUT should be followed by a distinct PLAY BALL when play is resumed.

If the batter has one foot only in the batter's box, the umpire should hold up play. If the batter has both feet in the batter's box, time must be requested by the batter and granted by the umpire in order for the batter to step out. If the pitcher has started the pitch, TIME OUT should NOT be granted. The pitch should be called a strike or ball depending on its location.

Catcher Obstruction

Catcher obstruction is the act of the catcher that hinders or prevents a batter from striking at or hitting a pitched ball.

If the batter-runner and all runners have advanced at least one base, the obstruction is ignored and no option given. When an award for catcher obstruction is in order, the offensive team shall be given the option of accepting the result of the play or the award for catcher obstruction.

In almost all cases catcher obstruction is a delayed dead ball. It can occur during the back swing as well as the forward swing of the bat. Any time the contact is prior to the pitch, the umpire should call "DEAD BALL" and give both players time to reset.

Illegal Pitch

Either umpire may call an illegal pitch. The plate umpire should call the timing elements, stepping outside the 24 inch width (Fast Pitch Women and Junior Olympic Only) and delivery such as side-arm, etc. The base umpire should call all violations in front or to the rear of the pitcher's plate, crow-hop, leap (FP) or starting from off the pitcher's plate front and rear.

The umpire should call the illegal pitch when it becomes illegal. Use the DELAYED DEAD BALL signal and call "illegal" loud enough for nearby players to hear you. In Fast Pitch an illegal pitch is a live ball until the play is completed.

Procedure on Home Run Balls

Players from the dugout should not run on the playing field to congratulate the batter between third base and home plate. Tell the players to stay back until all runners touch home plate. The plate umpire can do this by motioning them back and by telling them to "stay back until the batter touches the plate." If the umpire is controlling the game, the players will follow directions. As soon as the batter passes third base, and not before, get the next game ball out of your ball bag, and as soon as you watch the batter touch home plate, throw the new ball to the pitcher. After doing this, swing around to where you are facing the backstop and crisply dust off home plate and return to your position behind the catcher by going through the batter's box opposite the next batter.

In the male slow pitch game where the classification system limits the number of home runs allowed by a team, it is important to maintain a proper count of the home runs hit. The official scorer should be notified in advance that when a team reaches their limit, they should notify the plate umpire. If an outfielder touches a fly ball which then goes over the fence in fair territory, this is considered a four-base award, rather than a home run. Mechanics are similar to a home run, with the exception that four fingers will be raised high over the head rather than a closed fist, and a verbal call of "four-base" award made so that all are aware the hit will not count toward the home run total.

In all Men's Class A, Women's Open and Co-ed Major Slow Pitch when a home run is hit, the batter and all base-runners may go directly to the dugout. No one needs to run the bases. This nullifies any appeal for missing a base.

HELPFUL HINTS FOR PLATE UMPIRES

1. HUSTLE.
2. Obtain the batting order from both managers at the pre-game meeting, review it making sure there are no errors in names, numbers, positions or number of players required to be present to start a game or play shorthanded. Discuss the Ground Rules at this time so both managers and the umpires are all in agreement.
3. The plate umpire should always handle introductions of all umpires to the managers during the pre-game conference.
4. Keep the plate clean. When dusting home plate, face the backstop. Always brush the plate with a lot of pep and snap.

5. Use the time spent in brushing the plate to communicate with the catcher and/or batter when necessary.
6. On a ball call, say only ball. On ball four, emphasize the number 4.
7. Say Strike only. If it is strike three, emphasize the number 3. Do not say "Strike 3, you're out".
8. A non-verbal strike signal should be given when a batter swings at a pitch and misses.
9. Give proper emphasis when calling a half-swing or if a batter takes a called third strike at a crucial time in the game.
10. Don't intimidate or embarrass the batter with a call strike 3. Use a signal and voice that reflects the importance, difficulty, and/or closeness of the play.
11. Do not verbally describe a pitch or use a hand signal to indicate the location of a pitch.

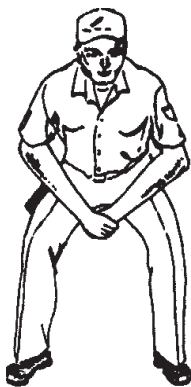
SLOW PITCH PLATE MECHANICS

Working the plate in slow pitch is very challenging. With the addition of base-stealing in the adult slow pitch game, the umpires are more involved on a "pitch by pitch" basis. This requires constant concentration and proper mechanics. In the slow pitch game the strike zone is larger, front shoulder to back knee, and allows the plate umpire to remain more "upright" to see the ball pass through the strike zone. Devote your attention to watching the pitcher's delivery and the ball as it passes home plate and/or is swung at and hit. Your feet should be at least shoulder width apart, with the foot closest to the batter slightly forward. This is referred to as the "heel-toe" stance. **Shoulders should be squared to the plate with your eyes on the ball and aligning your hips to the outside corner of the plate. This is referred to as "Good Pelvic Alignment" (GPA).** Your eyes should be aligned at the top of the strike zone.

Set Position

When assuming the set position, bend the knees while keeping the back as straight as possible with your weight distributed on the "balls of your feet". It is important to develop a good consistent strike zone. **Drop to the set position when the pitch starts** to be in position when the legal pitch crosses the strike zone.

A pitch that is exactly 12 feet may require a lower set position, to determine if the pitch passes through the strike zone, than a pitch that is exactly 6 feet. If a pitch is determined to be illegal, give the delayed dead ball signal and make a verbal call of 'illegal.' This will be very helpful in making the call on the "flat pitch" or "quick pitch". Once in the set position, stay down on illegal pitch calls.



Calling Balls and Strikes

In slow pitch, the ball is delivered with an arc at a moderate speed. Take the slot position between the batter and the catcher where the entire plate can be seen. This allows the umpire to see where the pitch lands or is caught by the catcher. Any pitched ball not hit becomes dead when it touches the ground or the plate except in the games that allow stealing.

In Men's Slow Pitch and Women's Open Slow Pitch, base stealing is allowed. A pitched ball that hits the ground in front of home plate, hits home plate, or hits the batter, becomes dead **and a non-verbal dead ball signal followed by a verbal ball or a strike signal shall be given.** A ball that hits the ground behind the plate or is caught by the catcher is a live ball.

Catchers are not required to work from the crouch position. They can normally be found standing, kneeling on one knee or standing and bent over at the waist. The catcher will generally take a position directly behind the plate on one knee, or off to the side of the catcher's box, where they can stand and watch the ball coming in. They can catch from any of these positions quite easily, since they have an authorized area 8 1/2 feet wide to roam.

It is important that umpires work from a set position as illustrated and have a relaxed stance where the weight is forward and not back on the heels. The ball is hit and is in play so often it is imperative that umpires be constantly ready to move out from behind the plate to either trail a runner to first base, a fly ball, etc. The slow pitch umpire must be prepared and able to move at all times. The umpire must also remember to always leave the plate and catcher from the left side.

Calling balls and strikes with consistency is as difficult in slow pitch as in fast pitch for several reasons.

1. The ball is coming in with an arc of approximately 12 feet and there is little or nothing in our daily lives with which to compare it. The umpire must develop a judgment of 12 feet and try to be consistent with it.
2. The pitch is judged to be a ball or strike by where the batter would be standing in a natural hitting stance parallel to the plate. Batters usually don't stand parallel to the plate. Generally, the batter is standing all the way to the rear of the batter's

box, which means you must judge the pitch where it crosses the plate, some three feet forward of the batter. Balls bouncing in front of the batter then are often times strikes. Other batters will stand at the front of the batter's box and a pitch that goes over their head can now still be a strike.

3. The umpire also must cope with illegal pitches. For example, was the release simultaneous with the step; was the step legal; was the ball released the first time past the hip; did the pitcher come to a stop with the ball in front of the body; was the ball too high or too flat?

Because of the nature of the slow pitch game, umpires generally call more illegal pitches. Therefore, it is essential to be consistent and always extend the left arm straight out to the side, the delayed dead ball signal, as soon as a pitch becomes illegal and state 'illegal.' The key to calling balls and strikes successfully in slow pitch is definitely 'consistency.'

The game is only going to be as good as the umpires that work it, and the game can only be controlled from behind the plate. The umpire should not be a dictator but a take-charge umpire that runs their ball game. Don't let the fans or players control you. The tail doesn't wag the dog. This begins the moment you come on the field and administer the ground rules and continues until you leave the field.

Track each pitch from the pitcher's hand to the catcher's glove or the ground. Develop a good deep voice in your strike call and a sharp distinct ball call. Remember, balls are not 'nothings'. Every pitch is verbalized as either a ball or strike. Umpires don't remain silent when a pitch is ruled a ball. A legal pitch is not verbalized until it is caught or hits the ground. The umpire then hesitates slightly and makes the call in the down position.

The umpire is not an announcer or broadcaster on the field. Let the people broadcasting the game describe the pitches as 'a little inside' or 'just outside', 'ball deep', etc. All the umpire should say is 'ball' or 'strike.' Describing the pitch is a cop out for an umpire. If a player wants to know where the pitch was, they will ask, and then you can tell them.

FAST PITCH AND MODIFIED PITCH MECHANICS

Set Position

Position yourself behind the catcher and slightly inside the inside corner of home plate so that your eyes are lined up slightly inside the inside corner and at the top of the strike zone. This position will be referred to as working the "SLOT." It allows the catcher free movement up and down without obstructing the umpire's view and enables you to see all of home plate and the batter's strike zone.

Your feet should be placed at least shoulder width apart with your inside foot (slot foot) slightly back. This is referred to as a "heel to toe" stance. It is important that you remain in balance and comfortable.

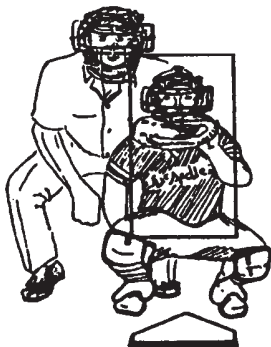
Prior to assuming the set position, the umpire should assume a ready position by properly placing the feet while waiting in a relaxed fully upright stance. The proper time to drop to the 'set' position is immediately after the pitcher separates the hands and starts the pitch, but prior to the release of the ball. The umpire should never be moving to the set position while the ball is in flight toward the plate. It is important to know one can set too early, as well as too late. The set position requires additional energy that should not be wasted. You may need that extra strength in later innings.

When assuming the set position, bend the knees while keeping the back as straight as possible with your weight distributed on the “balls of your feet”. **Shoulders should be square to the plate with your eyes on the ball. This is done by assuming a good “heel-toe” stance, and aligning your hips to the outside corner of the plate. This is referred to as “Good Pelvic Alignment” (GPA). Your eyes should be aligned at the top of the strike zone.** By lining up slightly inside the inside corner and at the top of the strike zone, the umpire has given themselves the best possible look at the pitch. Always be able to see the plate and the batter’s feet and hands.

The set position in fast pitch is much lower than slow pitch although remaining at the top of the strike zone. Eyes are usually at the batter’s arm pits in a definite crouched position looking from slightly outside the strike zone through the entire strike zone.

In calling balls and strikes, it is generally accepted to bring the pitch down or up in the strike zone, and widen it out, making sure to give a good corner. The bench and spectators can see whether the pitch is too high or too low, however, they can not tell whether it passed over the plate.

**DO NOT SET UP
WITHIN THE PERIMETER
OF THE STRIKE ZONE**



SECTION 4 THE BASE UMPIRE

Technique on the Bases

The base umpire must concentrate on every pitch and be ready for any play. Watch for illegal pitches. Should a foul fly be hit in territory not adjacent to the plate, cover the fielder as closely as the base situation permits. The base umpire must remain alert these possibilities at all times. The umpire must always keep in mind that umpiring the plate or the bases demands complete concentration, undivided attention and full energies until the final out.

Be prepared for plays at all times and work for the best angle on all plays. Do not be caught off guard on a play and do not let the coach call the plays for you. On a close play, sell the call; but on a wide open play, a routine signal is all that is necessary.

Be prepared at all times. Think like a ball player should think, and you will not be surprised by certain plays. Whenever possible, make your decisions in the set position. Give a strong vocal call and visual signal after you know the runner is out or safe. This

will help your timing and eliminate the dreaded “out / safe” call. Follow the ball at all times; know where the ball is and who had it last.

If a ball is hit to the outfield and there appears to be trouble, go out on it. Fair / foul followed by catch / no catch should be your priorities on every batted ball, even with base runners on base(s). If a ball is hit out of the park, be sure you know where and when the ball left the playing field.

Decisions on Bases

The base umpire indicates decisions through simultaneous verbal and visual signals. Umpires signal SAFE when a runner has beaten a play. They punctuate a vigorous SAFE signal with a verbal SAFE call. In calling a runner out, the motion of the arm is combined with the word OUT.

As it is with the calling of balls and strikes, the volume of voice and force of gesture employed should fit the importance and closeness of the play. The base umpire's decisions may be classified as close or easy. A close decision deserves all the vocal force and power of gesture at hand. In the language of the trade, the umpire should let it out on a close play. An easy decision is given by hand for plays so obvious that ‘the plays call themselves. The signal is merely an acknowledgment or announcement of the safe or out.

Attempted steals in fast pitch and slow pitch with stealing, attempted base stretching on hits, close force plays, most rundowns, almost all tag plays are close plays and the ruling should be rendered accordingly. Should an umpire, after appeal, rule a runner out, the sell out call is in order.

For fairly close force-plays, wide open tag plays, and run-downs, the easy decision call, with medium emphasis as to voice and gesture is called for. Keep full power in reserve for the really close ones.

The ‘out-safe’ or ‘safe-out’ calls are a result of poor timing. If you give it a slight hesitation and allow the mental image or ‘instant replay’ to take place, you will never have another ‘out-safe’ call in your career. HOLD IT—SELL IT! (You can't have good judgment without good timing. They go hand-in-hand.)

When a batter or runner is out by a wide margin a routine out is all that's needed.

A fielder failing to touch a base for a force out, failing to tag a runner sliding into the base, or missing a swipe tag requires a sell call.

(Fast Pitch, Men's Slow Pitch and Women's Open Slow Pitch with stealing) On attempts to pick runners off base, a routine signal may also be given, unless the play is close, when the sell out should be used.

Any time the base umpire turns their back to the infield on a fly ball or a possible trapped ball, the base umpire has the responsibility for the ‘fair / foul’ and ‘catch / no-catch’ decisions. A base umpire that goes out, must stay in the outfield and not drift back to the infield for a play on the bases. This could cause two umpires to make a call on the same play. Even if both calls are the same, it looks bad.

The proper angle on the play will have the ball, the base, the defensive player, and the offensive player in view. When watching the tag make sure the base is in view. In watching force outs, let the ball take you to the play then keep your eye on the base and watch for the ball to hit the glove. Make sure you know from where the ball is being thrown. Do not take your eyes off the fielder until the ball is released and **let the ball take you to the play.**

Hustle is an integral part of good base umpiring technique. In essence, it is the alert ap-

plication of the principles of good umpiring. Aimless running about is not hustle—at least, not productive hustle. The polished base umpire quickly finds the position for the best possible angle of the play, yet the umpire's whereabouts is overlooked by the spectators until the decision is rendered.

Base Calls

There are two basic calls an umpire **MUST** master before being considered a top notch umpire: 1) The force play, and 2) the tag play.

For the purpose of discussion, the force play at first base will be used to show the principles that apply to ALL force plays.

Force Play

As the fielder is getting into position to field the ground ball the base umpire should be moving into one of the recommended positions described earlier. As the fielder fields the ball, the umpire should stop (minimum of 18 feet from first base.) As the fielder releases the throw, then and only then does the umpire turn into the base. (Let the ball take you into the play... a play cannot be made without the ball.) At this time, the umpire should concentrate on the BASE, where a) the runner touches it, b) the first baseman is on it when the ball is caught, and c) the ball is not juggled by the fielder.

An important consideration for the umpire at this point is if proper positioning has been maintained (minimum of 18 feet from the base), while concentrating on the base, watch the runner coming down the line and at the same time actually see the ball being caught by the first baseman. A position too close to the base restricts the angle, closes the range of vision, and may cause the umpire to get caught in the action.

Sound is another element in making a decision. While concentrating on the base and allowing peripheral vision to aid us in seeing the play develop, the sound of the ball hitting the glove helps determine which arrived first, the ball or the player's foot hitting the base. Never take your eye off the ball or depend entirely on the sound of the ball hitting the glove for crowd noise could distract you or drown out the sound of the ball hitting the glove.

Umpires will make proper calls if they hesitate and allow a clear mental picture to develop before making a call.

Remember, we are talking about a hesitation and not a delay. At one time it was thought that any delay in an umpire making a decision was a weakness, it showed indecisiveness on the part of the umpire. This is not true. It shows that you are in control.

Consistent timing is necessary to aid in the acceptance of your calls. If you are quick on every call and then have an exaggerated hesitation on one particular call it will appear to the players and fans that you are undecided and guessing. Slow your timing down and don't make a call until the play is completed. Be consistent with your timing.

Once the umpire has observed the play to its completion, has made a slight hesitation and knows the outcome of the play, it is time to make the decision that will be made known by the out or safe signal.

It is important that we understand the basic elements and how they relate to each other. For example, we discussed the basic position, proper distance and how it relates to peripheral vision in setting up your timing. If you wind up in a position where you are smothering a force play (in too close) and you are concentrating on the bag, you may have to physically look up to see if the ball is caught and then look back down to see if the first

baseman comes down on the base, if there was an errant throw. While this is happening the runner may have already passed the base while you were looking up at the catch. If proper distance is maintained, peripheral vision will allow you to see the entire play, making your job considerably easier.

In Fast Pitch there are two basic positions for calling force plays at first base:

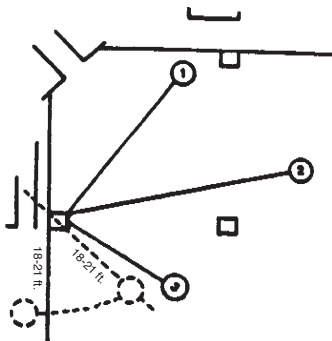
1. **On all ground balls hit into the infield**, the base umpire, while observing the ground ball, should move inside the diamond no more than a 45 degree angle from the foul line and no closer than the minimum starting distance. This position allows maximum use of peripheral vision, good timing and sound judgment. This also allows the umpire the ability to move to the foul line for a possible tag play. (Figure 06)

On a double play, take one or two steps parallel toward second base pushing off with the right foot then quickly run parallel down the line toward first base without taking your eyes off the ball. Let the flight of the ball turn your head to the play at first base.

The four basic elements an umpire should keep unobstructed as much as possible are:

- A. The base
- B. The ball
- C. The offense
- D. The defense

FIGURE 06.
Fair Ground Theory



2. The 'foul ground theory' should be used only as an exception when you can't

get into fair territory. (Figure 07). Move no further than a line 45 degrees through first base. The outside position is very vulnerable. It should only be used in an extreme situation.

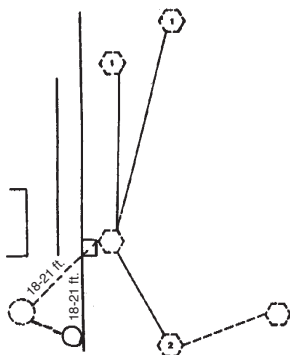


FIGURE 07.
Foul Ground Theory

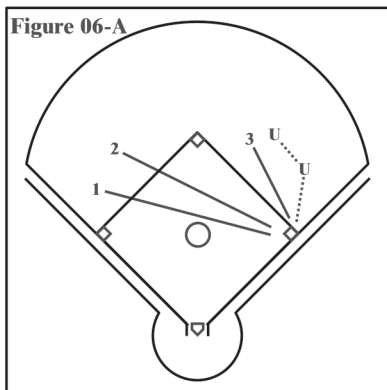
Stay outside the diamond in foul territory and move off the line to make the call. Move no further than an imaginary line drawn through the corners of first base.

Only on balls hit to the first baseman, the second baseman's extreme left or to the outfield where the throw is coming to the first baseman

This outside position should be used only when the play dictates.

Whenever possible, move inside the diamond, observing the defensive player fielding the ground ball, to a position not to exceed an imaginary line drawn through the corner of first base and at the same distance as you were positioned at the start of the pitch. Stop as the fielder fields the ball and let the throw turn you into the play.

FIGURE 06-A.
TWO UMPIRE SLOW PITCH SYSTEM
New system



In the TWO UMPIRE SLOW PITCH SYS-

TEM with no runners on base, the base umpire will start on the first base side of the second baseman. **Some defensive positioning may require the umpire to start on the 2B side of the second baseman.** On all ground balls hit to the infield, the base umpire should move parallel with the baseline toward first base. It is very important to move toward first base, to get to the same position that the base umpire would have reached had they started in foul territory.

On a double play, take one or two steps parallel toward second base then quickly run parallel down the line toward first base without taking your eyes off the ball. Let the flight of the ball turn your head into the play at first base.

The four basic elements an umpire should keep unobstructed as much as possible are:

- A. The base
- B. The ball
- C. The offense
- D. The defense

Tag Plays

Many of the same elements discussed on force plays apply to tag plays. For example: position, angle and peripheral vision. However, the major difference is in the fact that on tag plays we want you to complete the call with your nose right on the tag.

As the play develops, stay back, keep ALL the elements in front of you, the ball, the defense, the runner and the base, as well as the area where they all come together.

Now as the runner and the ball near that tag area, move in. Get about 10 to 12 feet and let the play carry you into the tag. Normally the best angle on tag plays is 90 degrees from the path of the runner just short of the base at the point of contact. (Figure 8a, 8b and 8c)

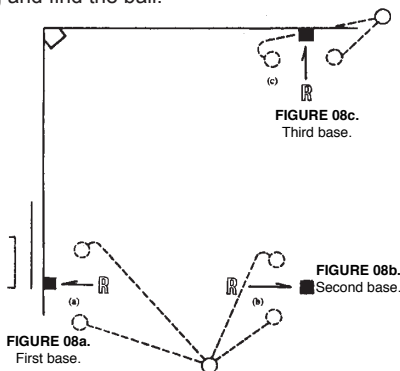
When we speak of unobstructed angle we mean never position yourself so that the defensive player or runner is between you and the actual tag. The angle of the play may change as the tag and slide are made. The umpire must also move with the play to keep an unobstructed view.

Once you have allowed the play to develop, move in on the play, and concentrate on whether the tag was made prior to the runner reaching the base or the runner beat the tag to the base. If the runner is in before the tag, the play is over, providing the runner doesn't slide past the base. Hesitate slightly then make the SAFE call.

On the other hand, the out call is more critical. Nothing can be any more embarrassing than to have the tag beat the runner on a close play, have the umpire come up with a good strong OUT, only to have the ball roll out from under the pile.

If the tag is made prior to the runner reaching the base, hesitate, make certain the fielder has the ball, point at the ball with the left hand, and call OUT with the “overhand” out call, making certain you SELL IT.

On the same play where a good hard slide causes a collision and you CANNOT find the ball after the tag, in a good crisp voice ask to see the ball. Be sure to point at the defensive player with your left hand while you are moving around the play trying to find the ball. When you see the ball, make the call with a good sell signal. Remember to keep your head in the play. On tag plays, when necessary, it is very important to move around the play to see the tag and find the ball.



Pulled Foot

Quite often the play will dictate selling the call, for example, the pulled foot at first base. It might be obvious that the ball arrived in plenty of time to retire the runner, however, the first baseman pulled the foot off the base before the catch. In this case you should think in terms of priorities. You do NOT want anyone to think the runner was called safe because the runner beat the throw. You should think in terms of priorities, 1) move toward the play, 2) POINT WITH YOUR LEFT HAND at the base indicating that the fielder pulled the foot, followed by a strong verbal call and the proper “sell safe” signal. A routine ‘safe’ signal and nonchalantly pointing at the base will appear as though you ‘blew’ the call and are looking for an excuse. If you are in a position that you can not tell if there is a pulled foot, use the following theory; If the ball beat the runner, the runner is out. Then if you are not sure ask for help from the home plate umpire once all play has ended. ALWAYS MAKE THE CALL FIRST THEN GO FOR HELP IF NEEDED. If the runner beat the ball the runner is safe and there is no need for help.

Swipe Tag

Similarly with the play where an errant throw goes up the line toward home plate and the first baseman makes an excellent catch and ‘swipe tags’ the runner prior to reaching first base. Prioritize how the out was made.

1) Move up and toward the foul line in the direction of the play. This movement will give you a better view and help sell the call. If you have no doubt that the tag was made, point with the left hand, verbalize the tag call, followed by a strong ‘sellout’ signal. If you think the tag was missed, the point should be accompanied with a strong verbal call, fol-

lowed with a good 'sell safe' signal. After you make the call if you are not sure or you are asked for help and all play has ceased, go for help from the home plate umpire. Once you get help make the call. ALWAYS MAKE THE CALL FIRST THEN GO FOR HELP IF NEEDED.

Inside-Outside Theory

The inside-outside theory is simple, if the ball is hit inside the diamond, meaning at this point anything on the dirt infield, stay OUTSIDE the diamond. If the ball is hit anywhere outside the infield, move INSIDE the infield.

The purpose is equally as simple, ALL four elements are in front of you: The BASE, the BALL, the OFFENSE, and the DEFFENSE.

Button-Hook

The key to the inside-outside theory is movement and the key to movement regarding the inside-outside theory is the button-hook. The button-hook is a term used for the method of moving from outside the diamond to the inside. As you move toward the inside of the diamond (Figure 09) you should be concentrating on the runner(s) you are responsible for, making sure you do NOT interfere with anyone, checking for the tag of the base, obstruction or interference while glancing to pick up the ball in the outfield.

As you are moving inside the diamond, you should be: Watching the runner, glancing to pick up the ball, watching the runner, glancing to pick up the ball.

Once inside the diamond 10 to 12 feet, pivot (or button-hook) into the play, make sure the runner touches the base, check for obstruction and proceed with the play.

A proper button hook is 10 to 12 feet inside the diamond.

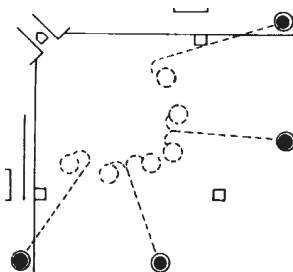


FIGURE 09. Button-hook.

Regardless if slow or fast pitch or two or three man system, these are areas you would move to when using the basic inside/outside theory.

Three-Foot Line

A violation of the three foot lane is an example of an **interference** call and calls for the umpire to take charge. The umpire should step into the play throwing arms high above the head shouting DEAD BALL. Step toward the point of **interference**, point at the spot of the **interference** with the left hand and give a strong overhand out signal. At this time the runners **MUST** be instructed to return to the last base legally touched at the time of the **interference**.

Running Out of the Base Line

Running out of the base line to avoid a tag is also a violation but does NOT result in a dead ball. The umpire should point with the left hand indicating that the runner violated the rule by running out of the base line and follow with a strong 'sell out' signal if needed. Other runners may continue to advance at their own risk and the umpire should react accordingly.

Interference

For interference calls, a strong dead ball signal should be given with a loud verbal call of DEAD BALL. It is important that you step in with authority and take charge. Halt any further play as soon as possible, as continued play simply adds to the confusion. Three things must always occur on an interference call: 1) The ball is dead, 2) an out is called, and 3) all runners must return to the base they occupied at the time of the interference.

Obstruction - Fake Tag

With the exception of some catcher's obstruction, obstruction calls require a delayed dead ball signal, allowing a runner played on or not played on the same ability to advance. The umpire will protect the runner only to the base the runner would have made had there not been obstruction. If the runner is played on prior to this base and the ball is in control of the defender, a dead ball is called and the award of base(s) made. If the runner advances beyond the base protected, and is tagged out, the out stands and the ball remains live.

It should also be clear that when saying "a runner cannot be called out between the two bases obstructed" does not pertain when another violation is being played upon. (e.g., a runner leaving second base too soon on a fly ball is returning after the ball is caught and is obstructed between second base and third base. If the runner would not have made it back to second base prior to the throw arriving, the runner would remain out. The same is true on a missed base).

Remember, if the umpire does not feel the runner would have advanced a base, the runner is returned to the previous base.

A fielder may not make a fake tag (a tag without a ball), on a runner advancing or returning to a base. This is a form of obstruction. The runner is awarded the base that would have been made had the fake tag not occurred. A fake tag could result in ejection.

If a catcher obstructs a batter by tipping the bat or holding his glove over home plate, the batter is awarded first base.

EXCEPTION: This is a delayed call and if the batter hits the ball, reaches first base safely and all other runners advance at least one base, the obstruction is ignored. It is also ignored if the above does not happen, and the offended team takes the result of the play.

Refer to the section on plate mechanics for further discussion on 'catcher obstruction' options and proper mechanics.

Collision

Simply because there is contact between the defensive and offensive player does not mean that obstruction or interference has occurred. This is definitely NOT the case.

The field is laid out in such a manner that it puts the defensive and offensive player on a collision course.

The right-handed batter, for example, who lays down a bunt in front of home plate is on a collision course with the catcher when running in a direct line to first base. Each player at this point is within legal rights—the batter taking a path in a direct line to first base and the catcher coming out from behind home plate to field the ball.

The questions that must be answered are:

1. Did the batter alter their direction in any way drawing contact, in an attempt to receive an obstruction call?
2. Did the catcher alter the attempt to field the ball in any way so as to draw the interference?
3. Could the catcher actually make a play?

What adds to the confusion is the decision has to be made immediately. You don't have time to think about it—you have to react! That is why you have to have a thorough understanding of the situation so that a prompt evaluation and decision can be made, with authority and decisiveness.

Illegal Pitches

FAST PITCH: The base umpire should be aware of their illegal pitch responsibilities. The base umpire has the side view from first and third base and they are responsible for any action behind and in front of the pitching plate. That includes the feet on the pitching plate, front and back, as well as the crow hop and/or leap. It requires a delayed dead ball signal. Allow the play to continue and rule accordingly.

SLOW PITCH: The base umpire is responsible for contact with the pitching plate. It requires a delayed dead ball signal and allow the play to continue. Should the pitch be called a strike without a swing by the batter, the base umpire should step forward and notify the plate umpire that an illegal pitch was called, awarding a ball to the batter. Should the batter swing at the pitch, the illegal pitch is nullified.

BASIC SAFE AND OUT SIGNALS

The importance of properly executed signals cannot be understated and should not be taken lightly. Proper signals are the umpire's 'life line' of effective communication for, the ball players, spectators, and their partner(s). Signals were not designed for the players directly involved in the play, but for the players and fans in the outlying areas where sound alone is not effective.

Proper signals should be dignified, informative and meaningful. Poorly executed signals serve only to cause confusion and reflect a lack of pride on the part of the umpire. With this thought in mind, it is easy to understand the ASA's militarized approach to clear distinct signals and effective communication.

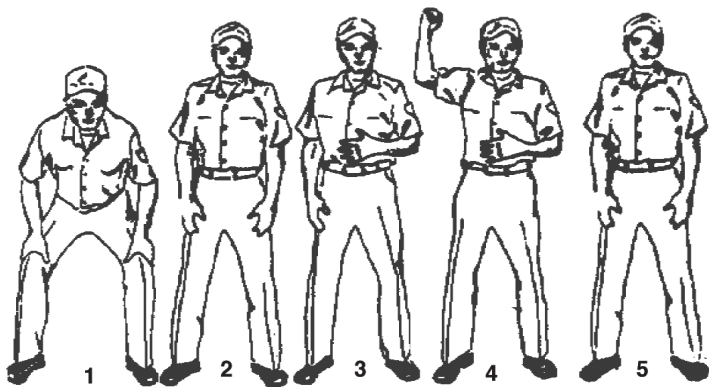
The base umpire indicates decisions by a simultaneous verbal and visual expression. As it is with calling balls and strikes, the volume of voice and force of gesture employed should fit the importance and closeness of the play.

Prior to making a call the umpire should find the best possible position to see all the elements of the play. The proper angle is achieved by placing the body in a "squared up" position with your face, shoulders, body and feet facing the play.

Routine OUT Signal

Move to a proper angle assuming a comfortable position with your feet approximately shoulder width apart.

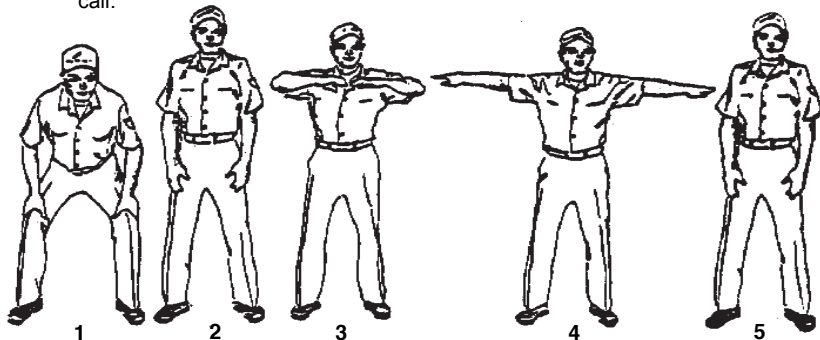
1. Move to a set position with your hands approximately waist high.
2. With your weight on the balls of the feet, your head straight forward and in an upright position without moving your feet, keep your eyes straight forward.
3. Bring your left hand to your body, just above your belt.
4. Raise your right hand to a 90 degree HAMMER position. The "hammer" should be made with the forearm and upper-arm forming a 90 degree right angle with the elbow slightly forward and the fist facing your ear. With peripheral vision you should be able to see your elbow out of the corner of your eye.



Routine SAFE Signal

Move to a proper angle assuming a comfortable position with your feet approximately shoulder width apart.

1. Move to a set position with your hands approximately waist high.
2. With your weight on the balls of the feet, your head straight forward and in an upright position without moving your feet, keep your eyes on the play.
3. Bring both hands up to your chest about shoulder height.
4. Give a brisk verbal call, SAFE, while fully extending your arms horizontally, parallel with the ground and your palms down. Again, keep your eyes on the play until the play is complete, unless you need to move to another position for a succeeding call.



Selling the Call...Sell OUT/Sell SAFE

Basic safe and out mechanics will soon become routine. A tougher task is selling the call. When called upon, you must reach back and come up with all the physical and verbal emphasis available. The most accepted and commonly used call in this situation is the overhand out call.

The overhand out call starts like every out-safe call, from the basic stance. Stand in proper position with your hands approximately waist high, weight forward, slightly bent at the knees and allowing for the play to be completed. Once you have given it a slight



hesitation, come up to a standing position as you take a step with your left foot moving directly at the play. As you are raising your right arm with an open hand above your head and into a throwing position, you should step with the left foot and shuffle your right foot, crossing behind your left foot much like a shortstop shuffles his feet to make a good strong throw to first base. Plant your right foot and push while stepping closer to the play with the left foot as you bring your right arm over the top of your head in a throwing motion with a closed fist giving a strong verbal 'OOUUUTTT' call. Finish up by transferring the weight to the left foot while bringing the right foot forward and parallel to the left and with both feet about shoulder width apart. The throwing motion of the right arm should conclude by returning to the knees as you started. Remember, your movement should always take you closer and directly at the play. When you finish selling the call, you'll be standing right on top of the play.

A left handed umpire is permitted to utilize their left hand and arm to make the overhand out signal as this is a natural movement for the umpire.

Caution should be exercised to keep from interfering with a player attempting to make a play at another base. Watch the ball so you can move out of the player's way and get in position for your next responsibility.

To sell a safe call, the same safe signal is used with a louder, more emphatic voice. To be more emphatic with your actions, take a short controlled step toward the base and bend at the knees to make it look as if you are closer to the play. Eyes should remain looking at the base.

Preparation and Techniques Prior to the Pitch

The base umpire should maintain a comfortable position and remain alert at all times. Arms should not be folded in front of the body as this gives the appearance that you are bored with the game.

The umpire should prepare for all possibilities by being a student of the game and thinking like a player should think:

What's the Game situations?

How many outs?

Any runners?

What inning?

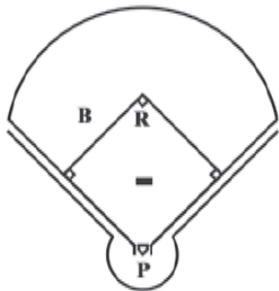
Closeness of score?

What does the game situation dictate?

Sacrifice? (Fast Pitch)

Steal? (Fast Pitch)

Hit and run? (Fast Pitch)

**Study the ball players and their trends.**

Late swingers?

'Pull' hitters?

'Slap' hitters?

Defensively.

In fast pitch, is the pitcher overpowering or do they throw off speed?

How are they pitching the batter: (Fast Pitch) down and away, or up and in or (Slow Pitch) high arc or flat pitch?

(Fast Pitch) Are there any defensive shifts or (Slow Pitch) are they using an extra infielder?

These are questions an umpire should constantly ask to stay alert and be at the right place at the right time. A good 'feel for the game' is a necessity.

HELPFUL HINTS FOR BASE UMPIRES

1. HUSTLE.
2. When stationed on the line at first or third base, the umpire should stand **18 to 21 feet** beyond the base and in foul territory and deeper than the first or third baseman in a normal defensive position.
3. Move on all pitched, batted and thrown balls.
4. Call all your plays in fair territory except in the rare case when the play forces you into foul territory.
5. On a double play, A) take one or two steps toward second base b) quickly move parallel to the base line. Keep your head and eyes on the ball while your feet take your body toward first base, C) let the flight of the ball turn your head and body into the play at first base D) stop in the set position before all elements of the play come together and make the call at first base with a strong signal.
6. Don't make a call until the catch or play is completed.
7. Always keep your eyes on the ball.
8. Don't let players or coaches call plays for you.
9. Check to make certain the bases are secured and keep the pitcher's plate clean.
10. **With no runners on base, walk the line and be ready to react on every pitch.**
11. Do not make an emphatic call on obvious out, safe, fair or foul calls.
12. A 'safe' signal or verbal call is not necessary when the thrown ball gets by the defensive player.
13. Do not help or console an injured player; if someone is hurt, walk away and let the manager handle it.
14. Line-up runners on all fly balls to the outfield, as outlined in tag-up procedures in this manual.
15. Slow up runners if needed when the ball is declared foul or dead.
16. Keep the game moving.
17. Be on top of your plays and hustle.
18. Take positions that will keep you out of the player's way. Check with the fielders every time you move to see that you are not obstructing their view.
19. Hustle out on fly balls and stay out until play is completed. Continue to observe the play from your position in the outfield.
20. Hustle from one position to another, the ball players will follow your example.
21. Make your close calls with a lot of voice and enthusiasm.
22. When a base umpire is at second base, be aware what fielder will take a throw for a force out or the tag at second base.
23. Any time there are runners on base, base umpires should be in a ready position.
24. In the three-umpire system, the first base umpire should not automatically rotate home if there is a possible play at first base. Go to a holding zone at the beginning of the three foot line extension.
25. Avoid touching balls thrown to you by the defensive team, as there may not be three outs.

SECTION 5 UMPIRE SYSTEMS

The One Umpire System is being used in many areas of the nation today, mostly in slow pitch. It is not recommended and should be used only when necessity demands. Most softball authorities believe that when only one umpire is assigned to a game, the best location for the umpire prior to each pitch is behind home plate.

Single umpiring is a difficult job that takes a tremendous amount of hustle, alertness and keen anticipation.

The umpires starting position for each pitch should be from behind home plate. This is the best position for calling balls and strikes, and fair and foul balls. It also enables the umpire to have a clear view of the complete playing field.

On each batted ball or play that develops, the umpire must move from behind the plate and into the infield to obtain the best position possible for any play that develops. A key to help anticipate the play is to watch the feet of the outfielder making a throw, as fielders will step in the direction the throw will be made.

It's important to keep your eye on the ball, this is especially important when umpiring alone. In some situations, this is almost impossible. The umpire must make the call and still see if the runner coming home touched the plate before the out was made. When this happens there is the possibility of the ball being dropped or bobbled on the tag. As soon as it is determined whether the runner scored or not, turn back to the tag play to be sure the ball was retained by the fielder.

Try to position yourself as close as possible on all play situations, especially tag plays. With no other runners on base, make sure all calls are made from inside the diamond. If there is a play at home plate, position yourself near the back of the right hand batter's box at a 90 degree angle to the runner. Then adjust your position to allow a follow up secondary position. It is important to get close to the play to obtain the best angle and be able to see the ball, base and runner. Not only is this important to make the calls, but also to watch runners tag the bases.

In situations where a call is made at a base and a subsequent play develops at another base, make sure you watch the ball so as not to be hit with a thrown ball.

Movement to cover the other bases is based on judgment. **HUSTLE** to the best position possible to make a call. If the ball is live when a runner is on base, such as after a base hit, the umpire should call **TIME** when the ball is held by a player in the infield area and in the umpire's opinion, all play has ceased.

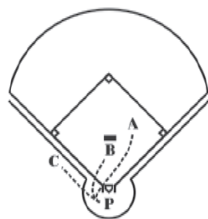
There is no excuse for calling a play from behind or just in front of the plate. In the following diagrams, the umpire is designated as "P":

Position:

- A. Ground ball
- B. Ground ball
- C. Ground ball hit to the infield

Situation:

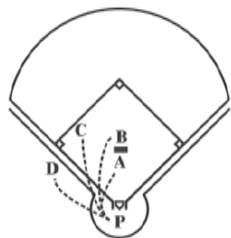
- No runners on
- Runner on first base or runners on first and second base
- Bases loaded



ONE UMPIRE

Fly Ball Situation

- No runners—fly ball to the infield or outfield and not near the foul line.
- Runners on first base.
- Runners on first and second or second only, move to a possible call at third or to foul territory ahead of the lead runner for a possible play at home if necessary after the catch.
- Runner on second and third or first and third.

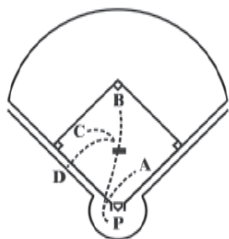


NOTE: On all fly ball situations where the ball is near the foul line, the umpire must stay on the foul line to determine whether the ball is fair or foul—then move into the infield to pick up runners and plays.

No Runner on Base Situation

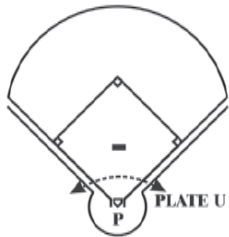
- No runners—single.
- No runners—double.
- No runners—triple.
- No runners—home run.

NOTE: On all base hit situations, umpire must watch runner tag bases and be aware of position of the ball.



Between Inning Mechanics

Assume a position approximately 15 feet from home plate, near the line in foul territory and facing the infield. Alternate foul lines according to the following policy: Take a position on the foul line that is on the side of the field that the team coming off the field.



TWO-UMPIRE SYSTEM

The Two-Umpire System is now standard for most leagues. With its use, ninety per cent of the situations that will ordinarily arise may be adequately covered. Two umpires, working as a team for any period of time, can cover their plays with ease, be in the right place at the right time, and perform mechanics so smoothly that players and spectators are unconscious of their presence until the play has been made.

The PLATE UMPIRE should be prepared to take a share of the base plays. The lead runner, if there is more than one on the bases, is the plate umpire's responsibility. To do the job properly, the plate umpire must go to a holding zone in foul territory between home and third base, then immediately pick up the lead runner, and prepare to make

the call on the runner, whether it is at third base or the plate. If there are two runners on base and the next batter hits for extra bases which will score the lead runner without a play, the plate umpire pays little attention other than noting that the runner touched third base and the plate. Attention then is directed to the second runner and the play that may be made. The BASE UMPIRE meanwhile ascertains that all runners touch second and first bases and takes whatever plays are made on the batter-runner. If the batter-runner advances as far as third on the hit, and a play is made, it is the base umpire's call. If this is the third out of the inning, the base umpire quickly and vociferously makes the call, so that the plate umpire may announce whether a runner scoring on the same play has touched home before the third out is made.

The proper position for the BASE UMPIRE to assume at the start of the game is down the right field foul line in foul territory about **18-21 feet** beyond first base and at least a step back of where the first baseman is positioned. One step, because this clears the umpire of any quick lunge by the first baseman for a drive down the foul line. If the umpire stands in line with the fielder, the fielder may have to slow his charge to prevent colliding with the umpire. Movement to the infield and proper positioning are covered under SECTION 4—The Base Umpire. The base umpire is responsible for making the Fair / Foul, Catch / No-Catch call when going out on fly balls, and the plate umpire will pick up all runners - both tagging up and touching bases.

There are four times a base umpire will make a call at third base:

1. On the batter-runner on a triple with no runners on base.
2. On the last runner into third base.
3. On a lone runner on fly ball advancement.
4. On any return throw from the plate area or a cut-off by a player.

Each umpire has equal authority to call leaving a base too soon on the pitch. Be in position to make the call. The BASE UMPIRE should observe the pitcher (Fast Pitch) and home plate (Slow Pitch) out of the corner of his eye as they watch the runner. Use common sense and think the game. In fast pitch, if more than one runner is on base, which runner is logical to make a steal attempt? Observe that runner closer than the other runner(s). Do not guess a runner out. Be sure the runner actually left the base too soon.

Fly Ball Tag-Up Responsibilities

Fast Pitch and Slow Pitch

THE PLATE UMPIRE has tag responsibilities under the following situations:

1. All runners at third base.
2. The runner at second base with runners at first and second base.

THE BASE UMPIRE has tag responsibilities under the following situations:

1. All runners at first base.
2. The runner at second base with runners at second and third bases or second base only.
3. Runners at first and second base when the bases are full.

NOTE: These tag-up procedures should be followed at all times, **UNLESS** there is **COMMUNICATION** between both umpires. These responsibilities are covered in the duties listed on the following pages.

Positioning and Coverage - General

Initial positioning with runners on base is described on the following pages. When mechanics dealing with each situation differ, they will be covered individually, however, there are several basic responsibilities which will not be duplicated.

The PLATE UMPIRE will call all balls hit fair and/or foul. The plate umpire will move out and up the foul line to make these calls, remembering not to make the call too quickly.

The PLATE UMPIRE should always be alert and move to a position to help your partner in case of a run down.

If the BASE UMPIRE goes to the outfield for catch / no catch situations, or goes out on a ball hit close to the foul line, once the base umpire's back is turned, the calls will be the BASE UMPIRE'S. The PLATE UMPIRE must move into the infield and revert to the one umpire system, covering all bases.

On routine fly balls to the outfield, the BASE UMPIRE will move inside the diamond, watching the assigned runner tag-ups listed above. The BASE UMPIRE follows the Inside-Outside Theory on all batted balls. This was described under the Base Umpire section of the manual.

In fast pitch and slow pitch with stealing, the BASE UMPIRE must be alert for snap throws and a possible pick-off of each base-runner.

BOTH UMPIRES must 1) hustle at all times, 2) keep their eyes on the ball and 3) be in the correct position on all calls. The following responsibilities deal with the individual situation.

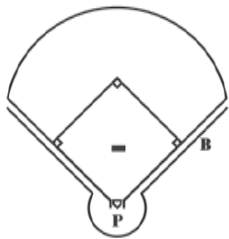
REMEMBER, ANY TIME YOU ARE FORCED TO DEVIATE , COMMUNICATE.

Key to Diagrams: P—Plate Umpire; B—Base Umpire; R—Runner or Runners.

No Runners on Base - Fast Pitch

PLATE UMPIRE:

1. On ground balls hit close to the foul line, stay at home plate on the line and make the call.
2. On infield hits, move up the first base line observing the play, and be prepared to help your partner.
3. Refer to the PLATE UMPIRE SECTION.

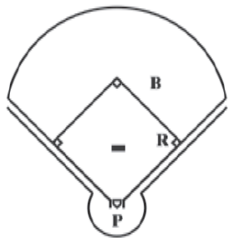


BASE UMPIRE:

1. Basic position is **18 to 21 feet** beyond first base in foul territory.
2. Responsible for the batter-runner all the way to third base.
3. Refer to BASE UMPIRE SECTION.

Runner on First Base Only - Fast Pitch**PLATE UMPIRE:**

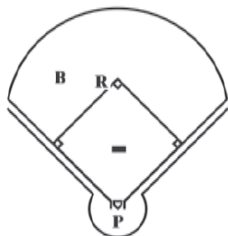
1. On batted balls to the infield leave to the left of the catcher moving up the first base line to observe the play, then move toward third base to cover the advancing runner.
2. On steals where there is a wild throw at second base, pick up the runner advancing to third base, and be prepared to take the runner home.
3. Refer to the PLATE UMPIRE SECTION.

**BASE UMPIRE:**

1. Take a position about halfway between first and second base and outside the base line. This position will normally place the umpire two or three steps behind and to the first base side of the second baseman.
2. If the runner attempts to steal second, move toward the base staying behind the fielder. Should the throw be wild, move inside the base path.
3. On base hits to the outfield, immediately come inside the diamond, button hook and take the batter-runner all the way to third base.
4. On a double play, take one or two steps toward second base, follow the flight of the ball and move toward first base as the ball takes you into the play.
5. Has tag-up responsibility for runner at first base, and takes single runner all the way to third base after the catch.
6. Refer to the BASE UMPIRE SECTION.

Runner on Second Base Only - Fast Pitch**PLATE UMPIRE:**

1. On hits, move toward third base. Be ready and in position to make a call by going down the left field foul line in foul ground. When you are about one third of the way from third base, quickly move into the infield for a good position to make the call.
2. If the first play is at first base, and there is a throw to third, the plate umpire has the call at third.
3. Refer to the PLATE UMPIRE SECTION.

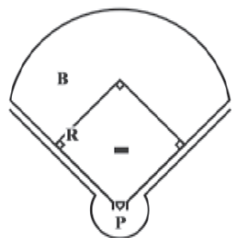
**BASE UMPIRE:**

1. Take a position about two steps behind and to the second base side of the short-stop. Be cautious not to interfere with any outfielder's view of the batter or a play by the infielders.
2. On any ball hit to the infield, take the first throw unless it is to home plate. If the first throw is to first base, second base, or third base, any subsequent throw to third base is covered by the plate umpire.

- On all balls hit through the infield or to the outfield that you do not go out on, immediately come inside the diamond, button hook and take the batter-runner all the way to third base.
- On routine fly balls to the outfield, move into the infield to a position between the pitcher's plate and the base line. You are responsible for the tag-up of the runner, and after the ball is caught, take the runner into third base.
- Take the batter-runner to third base, watching that they touch all bases. When the ball is in the outfield, take a position deep enough in the infield to allow movement for a play at either base.
- On an attempted steal of third, move toward third base and be prepared for a call. Movement should be parallel to the baseline between second and third base.
- Refer to the BASE UMPIRE SECTION.

Runner on Third Base Only - Fast Pitch**PLATE UMPIRE:**

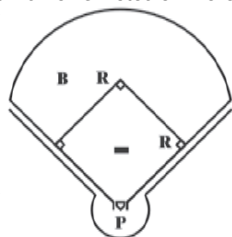
- If a fly ball is hit, move from behind home plate and line up the runner on third base and watch the tag-up.
- On base hits move toward third base watching the runner. If the runner goes home, drift back toward home and watch the runner touch home plate.
- Refer to the PLATE UMPIRE SECTION.

**BASE UMPIRE:**

- Take a position about two steps behind and to the third base side of the shortstop. Be cautious so as not to interfere with any outfielder's view of the batter or a play by the infielders.
- If a ball is hit to the infield, wait until the fielder commits, then move quickly toward that base. Don't take your eyes off the ball.
- Call all plays made on the first throw by an infielder unless it is to home plate. Take the batter-runner into third base and see that all bases are touched.
- Refer to BASE UMPIRE SECTION.

Runners on First and Second Base - Fast Pitch**PLATE UMPIRE:**

- On base hits take the lead runner into third base and home. On steals where there is a wild throw at second base pick up the runner coming into third base.
- Be ready and in position to make a call at third base by going down the left field line in foul ground. When you are about one third of the way from third base quickly move into the infield for a good position on the tag play.
- On hits move toward third base. If the lead runner comes home and there is no play made, drift toward third but watch the runner touch home plate.



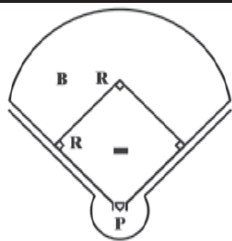
4. Responsible for tag-up at second base.
5. Refer to PLATE UMPIRE SECTION.

BASE UMPIRE:

1. Take a position about two steps behind and to the second base side of the shortstop. Be cautious so as not to interfere with any outfielder's view of the batter or a play by the infielders.
2. On any ball hit to the infield, take the first throw unless it is to home plate. If the first throw is to first, second, or third base, any subsequent throw to third base is covered by the plate umpire.
3. If the runner attempts to steal third, move toward the base to make the call. Movement should be parallel to the baseline between second and third base.
4. On routine fly balls to outfield, move into the infield to a position between the pitcher's plate and the base line. You are responsible for the tag-up of the runner on first.
5. See that the runner and batter touch second and first base. When the ball is in the outfield, take a position deep enough in the infield to allow you to move for a play at either base.
6. Refer to BASE UMPIRE SECTION.

Runners on Second and Third Base - Fast Pitch**PLATE UMPIRE:**

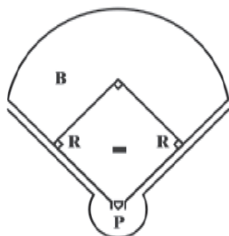
1. If a fly ball is hit, line up the runner on third base and watch the tag-up.
2. On base hits move toward third base. If the lead runner comes home and there is no play, drift toward third but watch the runner touch home plate. If there is a play at home, move back to a position in the rear and left side of the right-handed batter's box.
3. If the play is at first base, watch the lead runner touch home plate, and then go to third for a possible play on the second runner.
4. Refer to PLATE UMPIRE SECTION.

**BASE UMPIRE:**

1. Take a position about two steps behind and to the third base side of the shortstop. Be careful not to interfere with any outfielder's view of the batter or a play by the infielders.
2. On a ball hit to the infield, take the first throw unless it is to home. If the first throw is to first, second, or third base, any subsequent throw to third is covered by the plate umpire.
3. On fly balls, move inside the diamond quickly, button hook and line up the runner on second base and take the runner to third base after the catch.
4. On all balls hit through the infield or to the outfield that you do not go out on, immediately come inside the diamond, button hook and take the batter-runner all the way to third base.
5. Refer to BASE UMPIRE SECTION.

Runners on First and Third Base - Fast Pitch**PLATE UMPIRE:**

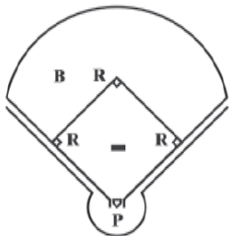
1. If a fly ball is hit, move from behind home plate and line up the runner on third base and watch the tag-up.
2. On base hits move toward third base. If the lead runner comes home and there is no play, drift toward third but watch the runner touch home plate. If there is a play at home, move back to a position in the rear and left side of the right-hand batter's box.
3. If the play is at first base, watch the lead runner touch home plate, and then go to third for a possible play on the second runner.
4. Refer to the PLATE UMPIRE SECTION.

**BASE UMPIRE:**

1. Take a position about two steps behind and to the third base side of the shortstop. Be careful not to interfere with any outfielder's view of the batter or a play by the infielders.
2. On any ball hit to the infield, take the first throw unless it is to home plate. If the first throw is to first, second, or third base, any subsequent throw to third base is covered by the plate umpire.
3. If a ball is hit to the infield wait until the fielder commits then move quickly toward that base. Keep your eyes on the ball.
4. On a base hit move inside the diamond quickly and watch the runner on first touch second base and be alert for a play at that base, take the batter-runner as far as third base and watch that each base is touched.
5. On fly balls, get inside the diamond quickly, button hook and line up the runner on first base. After checking the runner tag-up at first base, be prepared to take the runner into second base and/or third base.
6. Refer to BASE UMPIRE SECTION.

Bases Loaded - Fast Pitch**PLATE UMPIRE:**

1. If a fly ball is hit, move from behind home plate, line up the runner on third base and watch the tag-up.
2. On base hits move toward third base in foul territory. If the lead runner comes home and there is no play, drift toward third and watch the runner touch home plate. If there is a play at home plate, move back to a position at the rear and left side of the right-hand batter's box.
3. If the play is at first base, watch the lead runner touch home plate, and then go to third for a possible play on the second runner.
4. Refer to PLATE UMPIRE SECTION.



BASE UMPIRE:

1. Take a position about two steps behind and to the third base side of the shortstop. Be careful not to interfere with any outfielder's view of the batter or a play by the infielders.
2. On any ball hit to the infield, take the first throw unless it is to home plate. If the first throw is to first, second, or third base, any subsequent throw to third base is covered by the plate umpire.
3. If a ball is hit to the infield wait until the fielder commits, then move quickly toward that base. Keep your eyes on the ball.
4. On any ball hit to the outfield move inside the diamond quickly, button hook and be prepared to make a call at first, second or third base.
5. On fly balls, move inside the diamond quickly, to take tag-ups of runners on first and second base, and be prepared for any play into second base.
6. Refer to BASE UMPIRE SECTION.

Two Umpire System - Slow Pitch

PLATE UMPIRE:

The plate umpire has the same responsibilities as in Fast Pitch with the following few exceptions. In Slow Pitch the plate umpire is responsible:

- A. For all calls on a pitched ball once it leaves the pitcher's hand.
- B. For all fair and foul balls.
- C. For batter-runner infractions.
- D. For coverage at third base on any steal or pick-off.
- E. For all calls at home plate and third base with the exception of the following situations:
 1. The base umpire is responsible for the batter-runner or the last runner all the way to third base.
 2. The base umpire is responsible for a lone runner on a tag-up all the way to third base.
 3. When there is a play at home plate and a subsequent play at third, the base umpire is responsible for the second play in the infield, no matter at what base the play is made.

BASE UMPIRE:

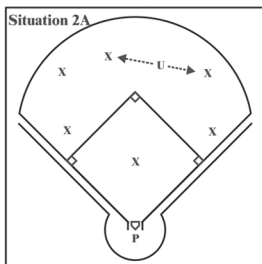
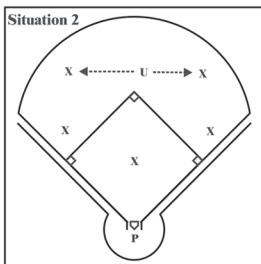
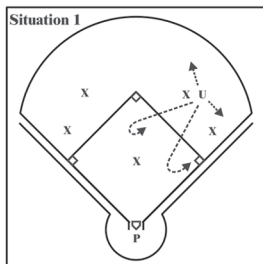
- A. If the base umpire does not go out on a fly ball, they are responsible for all calls at first and second base.
- B. For the batter-runner or the last runner all the way to third base.
- C. For a lone runner on a tag-up and advancement on a fly ball all the way to third base.
- D. When there is a throw to home plate and a cut-off or subsequent play, no matter what base.
- E. With a runner on base, the base umpire will take a position normally behind the second baseman, **and to the player's right**. Under no circumstance shall the base umpire take a position inside the base path or on the shortstop side of second base.

F. Positioning:

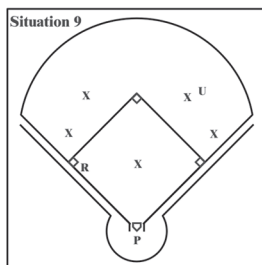
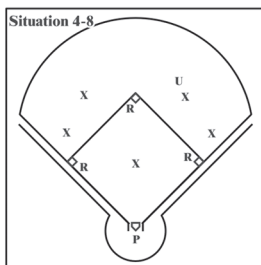
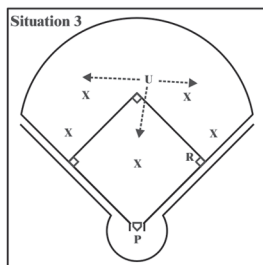
1. No runners on base.

The base umpire should be off and to the first base side of the second baseman. On all ground balls hit to the infield that turn into a force play at first base, the umpire should move parallel with the baseline toward first base. The base umpire should try to reach the same position they would have reached had they started in foul territory. (See figure 06-A)

2. With runners on second, second and third or bases loaded in some divisions of play, the infielders play very deep making it difficult to button-hook inside ahead of the runner. Should the base umpire be positioned behind the second baseman when the second baseman and shortstop are playing very deep, the base umpire should find a position on an imaginary line directly between the two infielders toward second base. When the ball stays in the infield and there is a force play at first base, it is imperative that the umpire move in that direction to make the call. (Situation 2)



Also in some divisions of play, teams are bringing an outfielder closer to the infield to play behind second base (fifth infielder). If this occurs and all infielders are playing very deep, the imaginary line should be from the second baseman to the defensive player positioned behind second base. (Situation 3)



3. Runner on first base.
4. Runners on first and second bases.

5. Runners on first and third bases.
6. Runners on second and third bases.
7. Runners on first, second and third bases.
(Situations 4-8) The base umpire's position will be the same. If the second baseman is playing in a normal position, the base umpire should be off and to the second base side of the second baseman. If the second baseman is playing very deep, the base umpire should take a position as indicated in situation 2 above. (Diagram 06-A). This also applies in divisions that allow base stealing.
8. Runner on third base only. (Situation 9) The base umpire should be off of the second baseman on the first base side. If the fielders are playing very deep, take a position indicated in Situation 2. In divisions where stealing is allowed the base umpire should be stationed on the second base side of the second baseman.

THREE-UMPIRE SYSTEM FAST PITCH AND SLOW PITCH

The three-umpire system, when executed properly, is not only the most enjoyable system of umpiring, but also assures a complete coverage of everything that may occur on the ball field. Because it entails a 50 percent addition to the two umpire officiating expense, it may never replace the two-umpire system.

The two-umpire system provides adequate coverage for all but a small proportion of the situations that may arise, but the three umpire system, when properly executed, insures the undivided attention of one umpire on every play and at each base.

At the start of the play, the BASE UMPIRES assume positions outside the base lines about **18 to 21 feet** behind first and third base. The PLATE UMPIRE judges batted balls, foul / fair as per the section on this mechanic. The BASE UMPIRES should only help the plate umpire on these decisions when they turn their back to the infield and go out on a ball hit near the fence or on a sinking line drive.

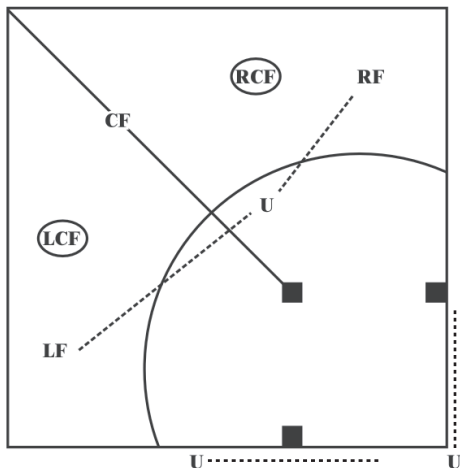
There are four basic rules governing the coverage of the three-umpire system:

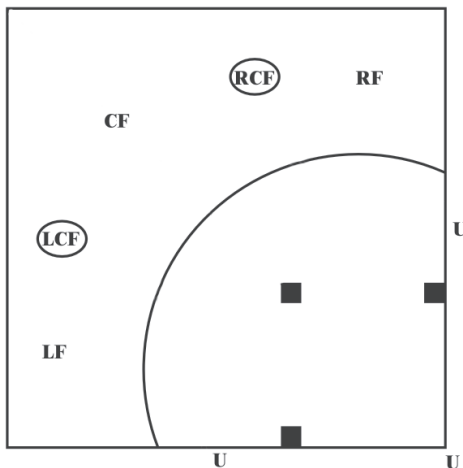
1. Rotation for the three-umpire system is always clockwise.
2. When a BASE UMPIRE turns their back to the infield to go to the outfield on a play, the umpire should remain outside until the play has been completed.
3. When an umpire goes to the outfield, the crew reverts to the two-umpire system.
4. When the umpires start the basic position from a counter rotated position, there will be no rotation.

The counter rotated position is the basic position prior to any pitch when the third base umpire is down the line at third base and the first base umpire assumes a position behind the second baseman.

Throughout this section we have stated the desired positions for base umpires. These are guides, not rigid rules. Situations arise whereby your position will have to vary from play to play. Each umpire should select the position that permits the best coverage of play, yet does not interfere with the play.

NOTE: Fly ball coverage will be the same for fast pitch and slow pitch.





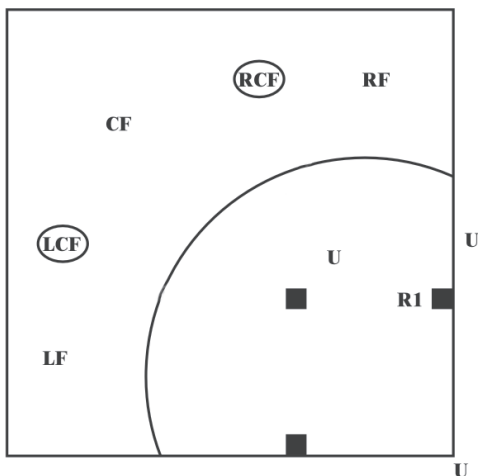
Fly Ball Coverage (- - - - -)

- P:** Trail batter-runner toward first base. If the first base umpire goes out, assist in watching the batter-runner touch first base. Return to home in foul ground for any possible play at home plate.
- 1st:** Go out on all fly balls hit between center field and right field in fast pitch and right-center field and right field in slow pitch. If the third base umpire goes out on a fly ball, move inside the diamond, button-hook and take the runner to third base.
- 3rd:** Go out on all fly balls between center field and left field in fast pitch and left-center field and left field in slow pitch. If the first base umpire goes out on a fly ball, move inside the diamond and take the runner to third base.

Base Hit to Outfield

- P:** Trail the batter-runner toward first base. Release toward third base for a possible call. Look toward home plate to make sure the first base umpire is there for the play.
- 1st:** Move inside the diamond, button-hook and glance to second to make sure the third base umpire is there. Release, move into foul territory and go to home plate for any play at home. Be positioned on the right hand batter's box side of home plate.
- 3RD:** Move inside the diamond toward second base for any play. Glance to third to make sure the plate umpire is there for the play.

Runner on First Base Only

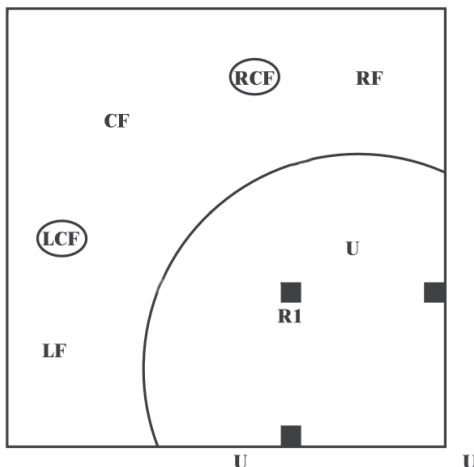


Fly Ball Coverage (- - - - -)

- P:** Trail the batter-runner toward first base. Be prepared to take the lead runner to third if ball is dropped. Take all plays at home plate. Responsible for fly balls to left field, when LF is going toward the foul line.
- 1st:** Move inside the diamond and take tag-up at first base. Be positioned for calls at first base and second base. Take the last runner to third base. Responsible for fly balls to right field when RF is going toward the foul line.
- 3rd:** Be positioned at second base. Take all fly balls between right field and left field, UNLESS EITHER outfielder is going toward the foul line. When first base umpire takes fly ball, move inside the diamond for tag-up at first base.

Base Hit to Outfield

- P:** Trail the batter-runner toward first base, release and go to third base to get positioned for any calls at third base.
- 1st:** Move inside the diamond, watch the batter-runner touch first base, release to foul ground, and rotate to home for any calls at home plate. Be positioned on the right hand batter's box side of home plate.
- 3rd:** Be positioned at second base. Move inside the diamond for any play at second base. Be alert for any possible plays at first base.



Fly Ball Coverage (- - - - -)

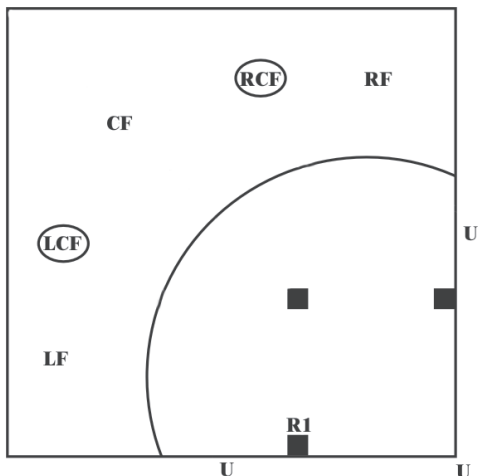
- P:** Hustle toward third base in foul ground. Be prepared to take the plays into third base and home plate. Responsible for fly balls hit to right field, when RF is going toward the foul line.
- 1st:** Be positioned at second base shading the runner. Take all fly balls to right field and left field, **UNLESS EITHER** outfielder is going toward the foul line. When the **PLATE** umpire or the **THIRD** base umpire takes the fly ball, move inside the diamond and take the tag-up at second base. Take the last runner to third base.
- 3rd:** Hustle into the diamond for the tag-up at second base. Be prepared for plays at second base. Take the last runner to third base. Responsible for fly balls to left field when LF is going toward the foul line.

Balls Hit to Outfield

(No rotation when first base umpire positioned at second base.)

- P:** Move from behind home plate and get in position for any play at home plate.
- 1st:** Be positioned at second base shading the runner. Move inside the diamond and be prepared to take any plays at first base or second base.
- 3rd:** Move inside the diamond and take plays at third base.

Runner on Third Base Only

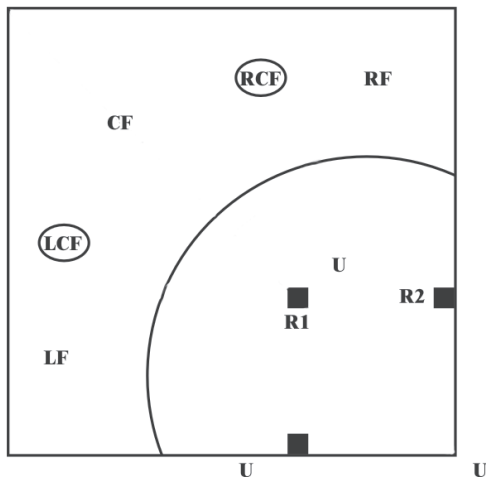


Fly Ball Coverage (- - - - -)

- P:** Move from behind home plate in foul ground. Take the tag-up at third base. Be alert for any possible plays at third base or home plate.
- 1st:** Take all fly balls between center field and the right field line. If the third base umpire goes out, move inside and take the batter-runner to third base.
- 3rd:** Take all fly balls between center field and the left field line. If the first base umpire goes out, hustle into the diamond to watch the batter-runner touch first base. Be alert for any possible plays at second base or first base. Take the batter-runner into third base.

Base Hit to Outfield

- P:** Move from behind home plate in foul ground. After watching the runner from third touch home plate, release and go to third base to get a position inside the diamond for any possible calls at third base. Look to home plate to make sure first base umpire has moved to home plate.
- 1st:** Move inside the diamond and watch the batter-runner touch first base. Release to foul ground after checking to see that third base umpire is at second base. Hustle to home for any plays at home plate. Be positioned on the right hand batter's box side of home plate.
- 3rd:** Move inside the diamond for any possible play at second base. Look to third base to see that the plate umpire has moved there.



Fly Ball Coverage (- - - - -)

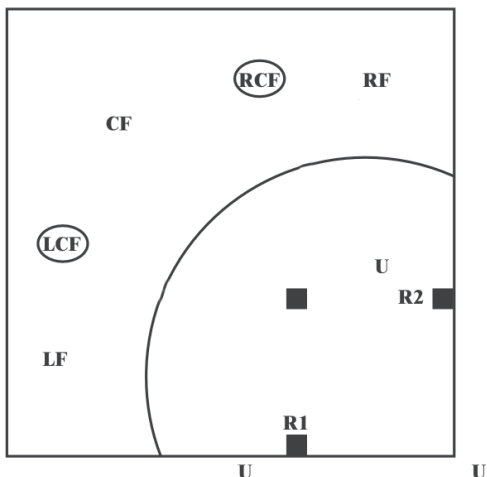
- P:** Hustle toward third base in foul ground, hold and take the tag-p at second base. Be prepared to take plays at third base and home plate. Responsible for fly balls to right field, when RF is going toward the foul line.
- 1st:** Be positioned at second base shading the lead runner. Take all fly balls between right field and left field, UNLESS EITHER outfielder is going toward the foul line. When the PLATE umpire or THIRD base umpire takes the fly ball, move inside the diamond and take the tag- up at first base. Take the last runner to third base.
- 3rd:** Hustle into the diamond for the tag-up at first base. Take calls at first base or second base and the last runner to third base. Responsible for fly balls to left field when LF is going toward the foul line or the tag- up at second base if the Plate umpire has fly ball coverage to right field.

Base Hit to Outfield

(No rotation when first base umpire is positioned at second base)

- P:** Move from behind home plate and get ready for any play at home plate.
- 1st:** Be positioned at second base shading the lead runner. Move inside the diamond and be prepared to take plays at second base or first base.
- 3rd:** Move inside the diamond for any play at third base.

Runners on First and Third Base



Fly Ball Coverage (- - - - -)

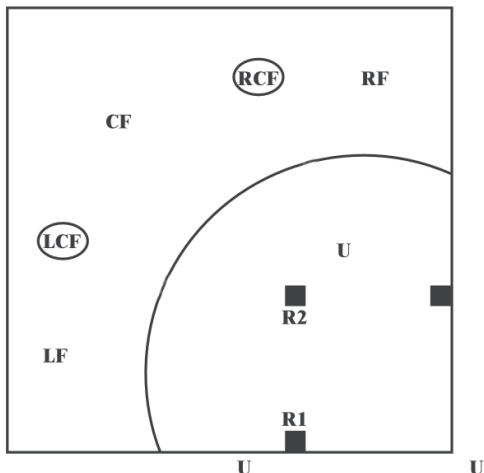
- P:** Hustle toward third base in foul ground and take the tag-up at third base. when the First base or the Third Base umpire goes out on a fly ball. Be prepared for any play at home plate. Release toward third base after the runner touches home plate, if the batter-runner becomes a runner. Responsible for fly balls to right field, when RF is going toward the foul line. Be alert for a possible play at home plate.
- 1st:** Be positioned at second base shading the runner at first base. Take all fly balls between right field and left field, UNLESS EITHER outfielder is going toward the foul line. When the third base umpire takes the fly ball, move inside the diamond for the tag up at first base. Take the last runner to third base.
- 3rd:** Hustle into the diamond and take the tag-up at first base. If the First base umpire goes out on a fly ball, take calls at first base or second base and the last runner to third base. Responsible for fly balls to left field when LF is going toward the foul line.

Base Hit to Outfield

(No rotation when the first base umpire positioned at second base.)

- P:** Move from behind home plate and be positioned for any play at home.
- 1st:** Be positioned at second base shading the runner at first base. Move inside the diamond and be prepared to take plays at first base or second base.
- 3rd:** Move inside the diamond for any play at third base.

Runners on Second and Third Base



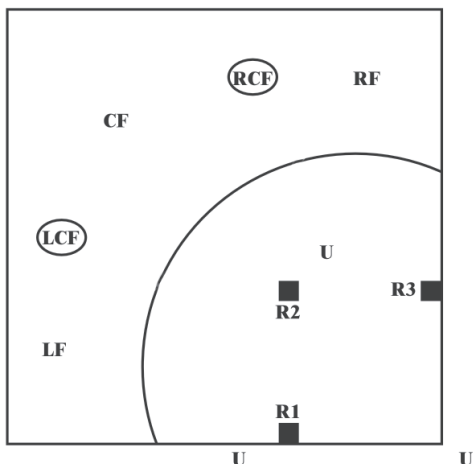
Fly Ball Coverage (- - - - -)

- P:** Hustle toward third base if foul ground, hold and take the tag-up at third base. Be prepared to take the play at home plate and any possible play at third base if the batter-runner becomes a runner. Responsible for fly balls to right field when RF is going toward the foul line.
- 1st:** Be positioned at second base shading the runner a second base. Take all fly balls between right field and left field, **UNLESS EITHER** outfielder is going toward the foul line. When the PLATE umpire or THIRD base umpire takes the fly ball, move inside the diamond and take the tag-up at second base. Take the last runner into third base.
- 3rd:** Hustle into the diamond for the tag-up at second base. Watch the batter-runner touch first base. Be prepared for plays at second base or first base. Take the last runner into third base. Responsible for fly balls to left field when LF is going toward the foul line.

Base Hit to Outfield

(No rotation when the first base umpire positioned at second base.)

- P:** Move from behind home plate and get ready for any play at home plate.
- 1st:** Be positioned at second base shading the runner at second base. Move inside the diamond and be prepared to take plays at second base or first base.
- 3rd:** Move inside the diamond for any play at third base.



Fly Ball Coverage (-----)

- P:** Hustle toward third base in foul ground, and take the tag-up at third base. Be prepared for any play at home plate. Watch the runner touch home plate and release for any play at third base. Responsible for fly balls to right field, when RF is going toward the foul line.
- 1st:** Be positioned at second base shading the runner at second base. Take all fly balls to right field and left field, **UNLESS EITHER** outfielder is going toward the foul line. When the Plate umpire or the Third base umpire take the fly ball, move inside the diamond and take the tag-ups at first base and second base. Take the last runner to third base.
- 3rd:** Hustle into the diamond for the tag-up at second base and first base. Be prepared to take any calls at first base or second base, and take the last runner into third base. Responsible for fly balls to left field when LF is going toward the foul line or the tag-up at third base if the Plate umpire has fly ball coverage.

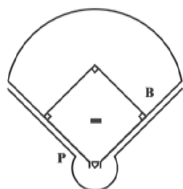
Base Hit to Outfield

(No rotation when the first base umpire is positioned at second base)

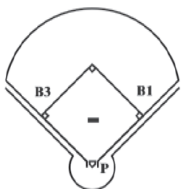
- P:** Move from behind home plate and be positioned for any play at home plate.
- 1st:** Be positioned at second base shading the runner at second base. Move inside the diamond and be prepared to take plays at second base or first base.
- 3rd:** Move inside the diamond for any play at third base.

**TWO OR THREE-UMPIRE SYSTEM
BETWEEN INNING MECHANICS****PLATE UMPIRE:**

Assume a position approximately 15 feet from home, near the line in foul territory and facing the infield. Alternate foul lines according to the following: Take a position on the foul line that is on the side of the field as the team coming off the field.

**BASE UMPIRE:**

Assume a position approximately 15 feet in the outfield. Stand in fair territory and face the infield. Be alert to hustle players on and off the field. In a two-umpire system, the base umpire is responsible for brushing the pitcher's plate after the conclusion of the previous inning.

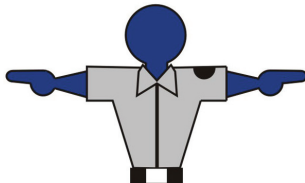


UMPIRE SIGNAL CHART



DOUBLE

Raise right arm showing two fingers. Verbally call, "Two Bases."



TRAPPED BALL/SAFE

Extend arms straight out with palms down. Verbally call, "Trapped Ball" or "Safe."



DELAYED DEAD BALL

Extend left arm straight out with fist closed.



HOLD UP PLAY

With palm up, raise hand farthest away from batter towards pitcher.



FOUL TIP

Fingers from both hands are touched together chest high in front of body and then a strike signal with no verbal call.



FOUR-BASE AWARD (SP)

On any fair touched ball going over the fence, raise right hand showing four fingers. Verbally call, "Four Bases."



HOME RUN

Raise right arm. With fist closed move it a counter-clockwise twirling motion. Verbally call, "Home Run."

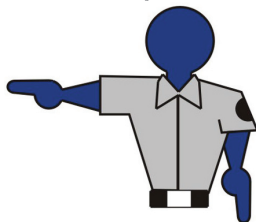


THE NATIONAL GOVERNING BODY
OF SOFTBALL



INFIELD FLY

Raise right arm with fist closed.
Verbally call, "Infield Fly."



FAIR BALL

Point towards fair ground with
hand closest to infield. No verbal
call.



FOUL BALL

First give DEAD BALL signal.
Verbally call, "Foul Ball."



PLAY BALL

Motion with either hand to the
pitcher. Verbally call, "Play Ball."



TIME/DEAD BALL

Raise both hands with open palms
away from the body. Verbally call,
"Time" or "Dead Ball."



COUNT

Raise both arms up, indicate
strikes with fingers on right hand
and balls with fingers on left hand.
Verbally give count. Use consecu-
tive fingers when giving count.



STRIKE/OUT

Bring left arm with hand closed
to midsection as right arm is
extended straight up with hand
facing ear. Then pull down at
elbow while closing fist. Verbally
call, "Strike" or "Out."



NATIONAL INDICATOR FRATERNITY

Listed below are the 2007 inductees into the National Indicator Fraternity. This fraternity is one of the most prestigious honors bestowed upon an ASA umpire. To qualify, an umpire must have officiated in three national tournaments, been an ASA umpire for at least seven years and must be recommended by his/her commissioner and regional umpire-in-chief. A complete list of all National Indicator Fraternity members can be found on www.asasoftball.com or in the Umpire Case Book,

Abbey, Carroll G. (Comanche, TX)	Kaczmarek, Shawn (Kenmore, NY)
Alexander, Alexandra (San Francisco, CA)	Kearney, Keith (Killeen, TX)
Anderson, Bradley (Fremont, NE)	Keener, Richard R. (Honolulu, HI)
Angel, Stan (San Mateo, CA)	Kelly, Kevin C. (Toledo, OH)
Angeli, Robert C. (Alexandria, VA)	King, A. J. (Bowie, MD)
Aten, John H. (Fredericksburg, VA)	Kriehn, Wes (Waldorf, MD)
Aycock, Matthew C. (Hoschton, GA)	Lincoln, Mark D. (Arlington, VA)
Bagwell, Jim (Durango, CO)	Lindsey, Rodger A. (Hiram, GA)
Baier, Timothy L. (Aiea, HI)	Macdowall, Keith (N. Branford, CT)
Balducci, Aldo (Massapequa Park, NY)	Manning, Jason (City, OR)
Bark, Jerry (Killeen, TX)	Martin, Joy (Denton, TX)
Bertuzzi, III James J. (Vallejo, CA)	McGiboney, Leonard (Newnan, GA)
Bolton, Garig E. (Gig Harbor, WA)	McIntosh, Michael (Cooper City, FL)
Borek, James (Ronkonkoma, NY)	McLaughlin, Jeff (York, PA)
Brown, Glenn (Oak Harbor, WA)	McKeel, Richard R. (Bonita Springs, FL)
Brunson, Darryl (Harker Heights, TX)	Middleton, Steve (Grand Forks, ND)
Buchheim, Chuck (Chester, SD)	Miller, Daryl (Las Vegas, NV)
Burge, Sammy R. (Mesquite, TX)	Miltner, Tim (Tracy, CA)
Burns, Kasey (Phoenix, AZ)	Morgan, John S. (Hopewell Junction, NY)
Burns, Ray (Phoenix, AZ)	Moyer, David A. (Milford, DE)
Calcagno, Victor (Amityville, NY)	Muranaka, Jan (Aiea, HI)
Campbell, Jackson (Keller, TX)	Nagel, Larry (Sapulpa, OK)
Campbell, Johnny L. (Bloomfield, NM)	O'Clair, Terry (Bismarck, ND)
Cardenas, Eloy I. (Santa Fe, NM)	Oelfke, Mark (Maple Grove, MN)
Carter, Bruce (Watertown, SD)	Okinaka, Warren K. (Pearl City, HI)
Collins, Bridget M. (Lakewood, CO)	Oswald, Dave (Longview, WA)
Conlon, William E. (Watertown, SD)	Pemberton, Russell R. (Magnolia, TX)
Constantinidis, George (Alexandria, VA)	Perchert, Dale (Great Falls, MT)
Cooley, Robert E. (Richland, WA)	Pollock, Sr. Ted (West Babylon, NY)
Daniel, Don (Williston, ND)	Reid, Mike (Reno, NV)
Dealy, Arthur D. (Alexandria, VA)	Roper, Mike (Dalton, GA)
DeMayo, Bobby (Lynn, MA)	Savage, William (Millersville, MD)
Derengowski, Paul (Ft. Worth, TX)	Schuette, Jerry (New Haven, CT)
Dillon, David W. (Wabash, IN)	Selden, David H. (Reese, MI)
Dixon, Denia (Atlanta, GA)	Self, Jason G. (Armuchee, GA)
Dockter, Jason (Bismarck, ND)	Shepherd, John (Vallejo, CA)
Donner, Jim (Shoreline, WA)	Silvernagel, Anthony (Bismarck, ND)
Douglas, Albert (Belfast, ME)	Smith, Daniel J. (Butler, PA)
Douglass, Dustin (Harker Heights, TX)	Stack, Jr. Wade H. (Greenville, SC)
Elfmann, Dwight (Devils Lake, ND)	Stanford, Robert "Dennis" (Cumming, GA)
Ellis, Timothy S. (Grand Prairie, TX)	Staples, Shawn (Bideford, ME)
Emery, David (Salem, OR)	Steele, Allen (Tyler, TX)
Fetherston, Peter (Smithtown, NY)	Stobo, Stacy (San Francisco, CA)
Finch, Stanley (Pearl City, HI)	Subach, James (Clay, NY)
Fishel, Don (Dewey, AZ)	Tanaka, Keith (Waipahu, HI)
Forsythe, John (McKinney, TX)	Taylor, Gerald (Hartselle, AL)
Funicelli, Beverly N. (Bowie, MD)	Terpstra, Brenda (Lynden, WA)
Galindo, John (Spring, TX)	Thompson, David L. (Hillsboro, OR)
Gamer, Bob (Cape Girardeau, MO)	Thompson, Russell (Gresham, OR)
Giesler, Art (Ft. Worth, TX)	Thorpe, Kevin M. (Fallon, NV)
Goudy, Randy (Benicia, CA)	Trent, Andy (Kokomo, IN)
Green, Robert "Bob" (Royse City, TX)	Turner, Phil (Overton, NE)
Hancock, Sammy R. (Winston-Salem, NC)	Vander Ven, John E. (Dover, DE)
Haun, Kevin (Portage, MI)	Vega, Richard (Casper, WY)
Herzer, Joseph "Joe" (Dallas, TX)	Warne, Lori (Sioux Falls, SD)
Hettich, Jarod (Sioux Falls, SD)	Wartinger, Ray (Mill Creek, WA)
Hodge, Michael (North Bend, WA)	Wesley, Mark A. (Grand Prairie, TX)
Hoffman, Michael R. (Vancouver, WA)	Wilson, Joe (Des Moines, WA)
Holtz, Hoge A. (Saginaw, MI)	Wolf, Michael D. (Highspire, PA)
Jahnke, Steve (Caledonia, MI)	Wright, Jeff (Keller, TX)
Javillo, Rogelio "Roger" (Honolulu, HI)	Yamatsuka, Walter K. (Pearl City, HI)
Jose, Ron (Clancy, MT)	

ASA UMPIRE MEDALS PROGRAM

Listed below are individuals who joined the ASA Umpire Medals Program in 2005. The Umpire Medals program recognizes ASA Umpires for years of service. Each group is divided into gold (20 years), silver (15 years), bronze (seven years) and blue (over three years). For a complete list of Umpire Medals visit the ASA web site at www.asasoftball.com.

BLUE

Adams, Darren	Juneau, AK
Aiken, Nancy	Salem, OR
Bird, Randall	Kansas, OK
Blair, Lynn	Clyde, TX
Blue, Zachary	Kokomo, IN
Bolton, Graig E.	Gig Harbor, WA
Boyd, Timothy	Anderson, IN
Branham, Ryan D.	Portsmouth, VA
Branham, William V.	Portsmouth, VA
Brindley, Joe	Roseville, CA
Brooks, Danny	Grain Valley, MO
Brooks, Mike	Wylie, TX
Brown, Garry L.	St. Croix, IN
Buchanan, Kathy	Tupelo, MS
Busler, Gerald L.	Bath, ME
Caldwell, Ralph	Evansville, IN
Caloo, Raul	Royersford, PA
Chandler, David	Middletown, IN
Childers, Michael C.	Monroe, GA
Comerford, Trina	Amity, OR
Cook, David S.	Wichita Falls, TX
Cozart, Ed	Ramer, TN
Darling, Wayne	Meridian, ID
Dively, Timothy	Pesotum, IL
Ellsworth, April	Kilgore, TX
Fisher, Tara	Phoenix, AZ
Frey, Tracy	Nebraska City, NE
Gray, Scott A.	Livonia, MI
Grens, Katherine	Ypsilanti, MI
Hatcher, Jim	Danville, IN
Hayes, Kevin L.	Lebanon, IL
Hoeye, Paul	Hermiston, OR
Jackson, Jaimie	Tupelo, MS
Jeffery, Chiquita	Milwaukee, WI
Johnson, Julie	Alexandria, IN
Johnson, Ron	Bellingham, WA
Kern, Bobby	Waldorf, MD
Kirkham, Billy	Shelburn, IN
Klaiber, Jr., John	Dugger, IN
Lay, Keith	Rowlett, TX
Loop, Robert	Sterling Heights, MI
Massicci, Alexander	Rowlett, TX
McCormac, Robert	Broken Arrow, OK
McDonald, III, Thomas E.	Bismarck, ND
McMillan, Paul "Brooks"	Loganville, GA
Misenhimer, Dallas	Venus, TX
Mitchell, Johnathon	Cincinnati, OH
Plachecki, Tom	Topeka, KS
Rivers, Shavonna	Burien, WA
Schloss, Robert	Spokane, WA
Schwartz, Hal S.	Aberdeen, NJ
Shields, Paul	Saugus, MA
Shults, Jackie	DeSoto, TX

Smith, Charles	Fort Pierce, FL
Smith, Stephen	Newburgh, IN
Spangler, Terry	Topeka, KS
Spencer, Leroy	Dallas, TX
Stay, Robert	Sand Springs, OK
Stehman, Michael	Lewisville, TX
Stokes, Robert	Tulsa, OK
Sylvia, Ed	Milford, CT
Thompson, Ron	Tupelo, MS
Trigg, Glyn R.	Clinton, MS
Wagner, Corey	Hayfield, MN
Walker, Vic	Walla Walla, WA
West, Randall	Suwanee, GA
Wright, Jeffrey "Jeff"	Keller, TX
Wright, Tim	Sullivan, IN

ASA UMPIRE MEDALS PROGRAM

BRONZE

Alexander, Alex C.
 Allen, Robert W.
 Amundson, Justin
 Anderson, Scott
 Baldwin, Angela
 Bjornson, Eric
 Branham, William V.
 Cook, David S.
 Eldridge, Stephen D.
 Gross, Danny
 Harris, Debbie
 Hart, Tracy
 Hayes, Kevin L.
 Hicks, Fred
 Hoffman, Jerry
 Hopkins, Kenneth
 Hungate, Larry
 Hunter, Jim
 Jeffery, Chiquita
 Johnson, Julie
 Keller, Tom
 Kern, Bobby
 Kes, Kenneth
 Lake, Robert
 Lay, Keith
 Little, Sr., Sterling
 Lozano, Lupe
 McNally, John
 Myers, Russ
 Neal, Roger A.
 Perkins, Gerald
 Posey, John
 Reberger, John
 Ringle, Rick
 Schloss, Robert
 Schrack, Eric
 Schulz, Spencer
 Schwartz, Hal S.
 Shults, Jackie
 Solo, Sheldon
 Spangler, Lisa
 Spaulding, Ronald L.
 Spencer, Leroy
 Stapleberg, Ronald J.
 Stay, Robert
 Stevens, Dan
 Sword, Doug
 Unsicker, Fred
 Utz, Aaron M.
 Wagner, Corey
 Walker, Jeff
 Walker, Vic
 Watson, Arthur
 Watson, Dennis D.
 Wilson, Aaron
 Wright, Jeffrey "Jeff"
 Zorn, Howard

San Francisco, CA
 Ore City, TX
 Rapid City, SD
 Mesa, AZ
 Atlanta, GA
 Portland, OR
 Portsmouth, VA
 Wichita Falls, TX
 Anderson, IN
 New Palestine, IN
 Fountain Valley, CA
 Mesa, AZ
 Lebanon, IL
 Carson, CA
 Mt. Pleasant, MI
 No. Augusta, SC
 Indianapolis, IN
 Lodi, CA
 Milwaukee, WI
 Alexandria, IN
 Sartell, MN
 Waldorf, MD
 Grandview, MO
 Citrus Heights, CA
 Rowlett, TX
 Saco, ME
 Garland, TX
 Canton, MI
 Farmersburg, IN
 Roseville, CA
 Waterford, MI
 Midlothian, TX
 Wichita Falls, TX
 Carmichael, CA
 Spokane, WA
 Lewisville, TX
 Belmont, CA
 Aberdeen, NJ
 DeSoto, TX
 Carmichael, CA
 Rockville, MD
 Madison, ME
 Dallas, TX
 Cummington, MA
 Sand Springs, OK
 Wyoming, MI
 Blue Springs, MO
 Lebanon, IN
 Crawfordsville, IN
 Hayfield, MN
 Lake Dallas, TX
 Walla Walla, WA
 Dayton, OH
 Marion, IN
 Lee's Summit, MO
 Keller, TX
 Lee's Summit, MO

SILVER

Abel-Rey, Harold
 Allen, James
 Ames, Richard
 Angel, Stan
 Arnold, Dale
 Baker, Scott
 Bowling, Don
 Branham, William V.
 Brown, Timothy
 Burge, Sammy R.
 Clipperton, Mike
 Collins, Bridget M.
 Creek, Brad
 Eisenbeis, Brad
 Erickson, Dennis
 Forsythe, John
 Galey, Jeff
 Gomez, Daniel S.
 Graves, Jesse
 Green, Mark
 Hamilton, Debbie
 Hayes, Kevin L.
 Hews, Dan
 Hodge, Michael
 Horrigan, Richard
 Jenne, Mike
 Johnson, Julie
 Knab, Brian
 Lay, Keith
 McIntosh, Michael
 McKinney, Michael
 Miller, Albert
 Morris, Robert
 Nelsen, DeWayne
 O'Brien, Cheryl
 Pavone, Judy
 Payton, Bert
 Robertson, Jack A.
 Schenck, James "Rick"
 Schima, Donald E.
 Schowengerdt, Eric
 Schulz, Spencer
 Self, Jason G.
 Shore, Gary
 Spencer, Leroy
 Stack, Jr. Wade H.
 Stanford, Robert "Dennis"
 Stay, Robert
 Stobo, Stacy C.
 Terpstra, Brenda
 Tolle, Gary
 Trent, Andy
 Waggoner, Jr. Glenn C.
 Wagner, Corey
 Walker, Vic
 Wright, Jeffrey "Jeff"

Sacramento, CA
 Ennis, TX
 Darlington, IN
 San Mateo, CA
 Durand, MI
 Odon, IN
 Richardson, TX
 Portsmouth, VA
 Rochester Hills, MI
 Mesquite, TX
 Blue Springs, MO
 Lakewood, CO
 Harrisonville, MO
 Moorhead, MN
 Beaverton, OR
 McKinney, TX
 Lafayette, IN
 Austin, TX
 Anderson, IN
 Huntington, IN
 Sacramento, CA
 Lebanon, IL
 Biddeford, ME
 North Bend, WA
 San Francisco, CA
 Grain Valley, MO
 Alexandria, IN
 Wausau, WI
 Rowlett, TX
 Cooper City, FL
 Sacramento, CA
 Burlington, WA
 Citrus Heights, CA
 Mesa, AZ
 Ennis, TX
 Orland Park, IL
 Quapaw, OK
 Central Point, OR
 Wake Forest, NC
 Shelby Twp., MI
 Blue Springs, MO
 Belmont, CA
 Armuchee, GA
 Houston, TX
 Dallas, TX
 Greenville, SC
 Cumming, GA
 Sand Springs, OK
 San Francisco, CA
 Lynden, WA
 Plano, TX
 Kokomo, IN
 Moreno Valley, CA
 Hayfield, MN
 Walla Walla, WA
 Keller, TX

ASA UMPIRE MEDALS PROGRAM

GOLD

Aquillio, Chris
 Barber, Randall
 Barnett, Daniel A.
 Bland, Chris R.
 Bolton, Graig E.
 Booker, Eugene
 Booth, Richard W. "Rick"
 Branham, William V.
 Browne, Jr. Thomas P.
 Brunot, Cindi
 Burns, Kasey
 Burns, Ray
 Butler, William
 Campbell, Johnny
 Carlson, Mike
 Cook, Gary
 Creek, Brad
 Dealy, Arthur "Art"
 Drouillard, Marc M.
 Eagle, Curtis
 Eason, Henry L.
 Eckert, Lee L.
 Eddy, Charles R.
 Fox, Larry
 Gayden, Andrew
 Gogolin, Gray
 Gordon, Kenneth C.
 Green, Gerald
 Green, John
 Groff, Donald R.
 Guerra, Jr. Joe
 Hattery, Kenneth
 Hayes, Kevin L.
 Hillel, Neil
 Hoffman, Michael R.
 Hopper, William D.
 Jahnke, Steve
 Killion, Mike
 Kirklauskas, Tom
 Kottke, Gary E.
 Kummerow, Richard W.
 Lawrence, Clark
 Lehman, Kevin
 Lindsey, Rodger A.
 Lozano, Lupe
 Martin, Joy
 McIntosh, Michael
 Moreno, Frank
 Morgan, John F.
 Morgan, John S.
 Pollard, Jerry
 Pompie, William
 Rangel, Arnie
 Robinson, Dale
 Sanson, Nick A.
 Self, Jason G.
 Shults, Jackie
 Stay, Robert
 Sterling, Jr. Nathan A.
 Stocker, David
 Sullivan, Bobby G.

Antelope, CA
 Fair Oaks, CA
 Anderson, IN
 Papillion, NE
 Gig Harbor, WA
 Sacramento, CA
 Waldport, OR
 Portsmouth, VA
 Topeka, KS
 Lantana, FL
 Phoenix, AZ
 Phoenix, AZ
 Elk Grove, CA
 Bloomfield, NM
 Spokane, WA
 Rochester, MI
 Harrisonville, MO
 Alexandria, VA
 Mount Clemens, MI
 Dillwyn, VA
 Auburn, GA
 Lake Crystal, MN
 Princeton, LA
 West Bloomfield, MI
 Flushing, MI
 Holland, MI
 Texas City, TX
 Copperas Cove, TX
 Conroe, TX
 Spring City, PA
 Midland, TX
 Peru, IN
 Lebanon, IL
 El Dorado Hills, CA
 Vancouver, WA
 Coral Springs, FL
 Caledonia, MI
 Lewisville, TX
 Auburn, MA
 Golden Valley, MN
 Mosinee, WI
 Northville, MI
 Dundee, OH
 Hiram, GA
 Garland, TX
 Denton, TX
 Cooper City, FL
 West Sacramento, CA
 Fishkill, NY
 Hopewell Junction, NY
 China Spring, TX
 Sacramento, CA
 Holland, MI
 Sacramento, CA
 No. Manchester, IN
 Armuchee, GA
 DeSoto, TX
 Sand Springs, OK
 No. Las Vegas, NV
 Novato, CA
 Wayne, MI

Sweeting, Richard J.
 Tabarango, Ted
 Thompson, Alberto
 Thompson, Russell
 Tolle, Gary
 Tomasi, John
 Walker, Bernard
 Walker, Vic
 Warner, Brian
 Warner, Ralph M.
 Wesley, Mark A.
 Williamson, Dennis
 Zimmerman, Ronald L.

Wellesley, MA
 Sacramento, CA
 Staten Island, NY
 Gresham, OR
 Plano, TX
 Mill Creek, WA
 Elk Grove, CA
 Walla Walla, WA
 New Lebanon, OH
 Trotwood, OH
 Grand Prairie, TX
 Blue Springs, MO
 Muscatine, IA

2006 ELITE UMPIRES

The National ASA/USA Elite Umpire program is designed to recognize umpires who have reached elite status within the program. These individuals must have participated in at least four (4) national championships, and umpired in two (2) of which must have been in the same category of play and from an upper level national championship. These individuals must have been an ASA registered umpire for at least seven (7) years, and a current member in good standing.

SLOW PITCH

Johnny Campbell	Bloomfield	NM
Bridget Collins	Lakewood	CO
Stanley Finch	Pearl City	HI
Frank Gonzalez	Waxahachie	TX
Rod Hill	Anchorage	AK
David Martin	Denton	TX
L.V. McCree	Vista	CA
Mike Roper	Dalton	GA
Betsy Rosenberg	Dallas	TX
Michael Scharf	Clinton Township	MI
Dave Staples	Johnson City	NY

FAST PITCH

Cindi Arnold	Knightdale	NC
Scott Brians	Coweta	OK
Jack Floyd	Everret	WA
Jim Gibilisco	Lemon Grove	CA
Kevin Haun	Portage	MI
Michael Hoffman	Vancouver	WA
Larry Nagel	Sapula	OK
Dave Selden	Reese	MI
Dave Thornhill	Whitewright	TX
Gary Tolle	Plano	TX

MODIFIED

Alan Freedman	Davie	FL
---------------	-------	----

2006 LOCAL ASSOCIATION CHAMPIONS

Alabama ADULT

Men's C SP
Satterfield

Men's D SP
Easton Properties

Men's 40-Over SP
James R. Smith Trucking

Men's C Church SP
Southside Baptist

Women's C SP
Alabama Fury

Women's D SP
Decatur Athletics

YOUTH

Girls' 6-Under
West Mobile Fury

Girls' 8-Under
West Mobile Stingers

Girls' B 10-Under FP-South
West Mobile Fever

Girls' B 10-Under FP-North
Alexandria Titans

Girls' A 10-Under FP
Birmingham Vipers 95

Girls' B 12-Under FP
Satsuma Intimagators

Girls' A 12-Under FP-South
Birmingham Vipers 93
Girls' B 12-Under FP-North
T-Town Titans

Girls' B 14-Under FP-South
Mims Xplosion

Girls' B 14-Under FP-North
Bama Cobras

Girls' A 14-Under FP
Huntsville Sparks

Girls' B 16-Under FP-South
Theodore Bobcats

Girls' A 16-Under FP
Birmingham Vipers-Andy

Girls' A 18-Under FP
Alabama Vipers

OTHER

Coed A SP
Geico

Alaska ADULT

Men's C SP
Quisqueya

Men's D SP
Club Soda

Men's E SP
Polaris Bar

Women's D SP
Hooters/Guido's Pizza

Women's E SP
Izzy's Girlz

Women's 35-Over SP
Robinson Millwork

YOUTH

Girls' B 12-Under FP
ENT Clinic

Girls' B 14-Under FP
Alaska Avalanche

Girls' B 16-Under FP
Alaska Northern Stars

Girls' B 18-Under FP
Arctic Heat

OTHER

Coed B SP
Mixed Nuts

Coed D SP
Anglers Keepers

Coed E SP
Tweto's

Arkansas ADULT

Men's D SP
H.P.S.

Men's E SP
First Choice

Men's A Industrial SP
Cooper Tire

Women's E Open SP
Texas Heat

Women's EE Open SP
TXK Knockouts

YOUTH

Girls' B 10-Under FP
Renegades

Girls' A 10-Under FP
Showtime

Girls' B 12-Under FP
L. A. Cardinals

Girls' A 12-Under FP
Beebe Blast

Girls' B 14-Under FP
Lightening Byrd

Girls' A 14-Under FP
Southern Tag

Girls' B 16-Under FP
AR Angels

Girls' A 16-Under FP
Beebe Blast 89

Girls' B 18-Under FP
Bashers

Girls' A 18-Under FP
Ft. Smith Diamonds

Girls' C 10-Under SP
Mustangs

Girls' A/B 12-Under SP
Bears

Girls' C 16-Under SP
Dirty Dozen

Arizona ADULT

Men's A FP
Tubac Si-Senor

Men's B FP
Tucson Luna Towing

Men's C FP
Tucson Hurricanes

Men's C SP
Tucson Major Leagers

Men's D SP
Tucson Party Hardy

Men's 16" SP
Yuma Landing

Men's 50-Over SP
Yuma Stew

Men's 60-Over SP
Yavapai Casino

Women's C FP
Bullhead City

Women's B FP
Tucson Royals

Women's D SP
Prescott Paint & Body

Women's C SP
Yuma Budweiser

Women's 50-Over SP
Tucson K-G

Women 55-60
Tucson Arizona Gems

YOUTH

Girls' A 10-Under FP
Tucson Scramblers

Girls' B 10-Under FP
Yuma Diamonds

Girls' A 12-Under FP
Desert Thunder

Girls' B 12-Under FP
Needles Craggs

Girls' A 14-Under FP
Arizona Cats

Girls' B 14-Under FP
Douglas Brats

Girls' A 16-Under FP
Desert Thunder

Girls' B 16-Under FP
Nogales Wolf Pack

Girls' A 18-Under FP
Tucson Roadrunners

Girls' B 18-Under FP
Safford Las Calientes

Central California ADULT

Men's C FP
Taylor Farm Athletics

Women's 23-Under FP
California Breeze

YOUTH

Girls' A 10-Under FP
Madera Lady Canes

Girls' B 10-Under FP
Goleta Thunder

Girls' C 10-Under FP
Hanford Flames

Girls' A 12-Under FP
Shockwaves

Girls' B 12-Under FP
Orcutt Action Gold

Girls' C 12-Under FP
Kerman All-Stars

Girls' A 14-Under FP
Fresno Force

Girls' B 14-Under FP
Fresno Rage

Girls' C 14-Under FP
Liberty Ranchos Gold

Girls' A 16-Under FP
Fresno Force

Girls' B 16-Under FP
Clovis East Outlaws

Girls' A 18-Under FP
Bakersfield Babes

2006 LOCAL ASSOCIATION CHAMPIONS

Cleveland ADULT

Men's B SP
Mojo

Men's C SP
Barille Electric
Dave Nager Softball

Men's D SP
SMS/Red Circle Lanes
Larry's/Steel Supply

YOUTH

Girls' B 14-Under FP
Northcoast Stingers

Girls' A 16-Under FP
Mad Dogs

Girls' B 16-Under FP
Northcoast Sting
Lady Bears

Girls' A 18-Under FP
Ohio Bandits

OTHER

Coed Major SP
Advance Door

Coed A SP
Raiders

Cincinnati ADULT

Men's C FP
Cincy Renegades

Men's Major SP
Storm/N.K. Merchants

Men's A SP
Mike Folks Auto Body

Men's B SP
TPE/AST

Men's C SP
Inn-Between

Men's E SP
HHH Insurance

Men's Major Industrial SP
Local 863

Men's 35-Over SP
EMR Group

Women's B SP
Bobcat/Easton

Women's C SP
Pure Romance

OTHER

Coed B SP
Continuous Improvement

Dallas ADULT

Men's A SP
Graco Broncos

Men's B SP
Gray Hounds

Men's C SP
Cash Plus Pawn/Wood Law

Men's D SP
Trojans

Men's Major Church SP
Sherwood Park

Women's D SP
Spanky's

Women's Church SP
Cliff Temple

YOUTH

Girls' A 10-Under FP
95 Texas Heat

Girls' A 12-Under FP
Irving Firestyx

Girls' B 12-Under FP
Mesquite Storm

Girls' A 14-Under FP
Texas Elite

Girls' B 14-Under FP
Texas Energy

Girls' A 16-Under FP
Texas Glory

Girls' B 16-Under FP
Texas Blaze

Girls' A 18-Under FP
Diamond Dolls

Girls' B 18-Under FP
Tejanitas

OTHER

Coed A SP
The Group

Greater San Joaquin ADULT

Men's B FP
Italian Athletic Club

Men's C FP
Stockton Outlaws

Men's 45-Over FP
American Sports Academy

Men's D SP
Mid Valley Plastering

YOUTH

Girls' A 10-Under FP
All American Sports

Girls' A 12-Under FP
California Grapettes

Girls' A 14-Under FP
California Grapettes

Girls' A 16-Under FP
California Grapettes

Girls' A 18-Under FP
Nor Cal Flyers

Houston YOUTH

Girls' 18-Under A FP
Texas Thunder

Girls' 16-Under A FP
Texas Hawks

Girls' 16-Under B FP
Katy Cruisers

Girls' 14-Under A FP
Katy Express

Girls' 14-Under B FP
Spring Klein

Girls' 12-Under A FP
Texas Showdown

Girls' 12-Under B FP
Humble Explosion

Girls' 10-Under A FP
Deer Park TPS

Girls' 10-Under B FP
Texas Flames

Idaho ADULT

Men's C SP
Whiteside

Men's D North SP
Bomb Squad

Men's D South SP
Pro Mortgage Group

Women's D North SP
N.I. Merchants

Women's D South SP
Bombers

YOUTH

Girls' B 10-Under FP
K.C. Heartbreakers

Girls' A 12-Under FP
Lewiston Jinx

Girls' B 12-Under FP
Boise Blast

Girls' A 14-Under FP
Valley Bombers

Girls' B 14-Under FP
Sooners

Girls' A 16-Under FP
Coeur d'Alene Crush

Girls' B 16-Under FP
Twin Falls Terror

Illinois ADULT

Men's A FP
Nokomis BVD Lite

Men's B FP
Mississippi Valley (Mendon)

Men's B SP
Reid Builders

Men's C North SP
Bradley Gimmedat

Men's C South SP
Randy's 643 (Troy)

Men's D SP
Carlyle Rakers Appraisal

Women's A FP
Carbondale Cougars

Women's B FP
Decatur Misfits

Women's Open SP
Jacksonville Midwest
Merchants

Women's C SP
Canton McDucks

Women's D SP
E. Moline Ice Cream
Palace

YOUTH

Girls' A 10-Under FP
Quad City Firebirds

Girls' B 10-Under FP
Mokena Storm

Girls' A 12-Under FP
Black Widows

Girls' B 12-Under FP
BNSA Fusion

Girls' A 14-Under FP
Illinois Firebirds Elite

Girls' B 14-Under FP
Team Conxion

Girls' A 16-Under FP
Quad City Heat (Moline)

Girls' B 16-Under FP
Beardstown

2006 LOCAL ASSOCIATION CHAMPIONS

Girls' A 18-Under FP
Illinois Extreme

Girls' B 18-Under FP
Sangamon Sting

OTHER

Coed A SP
Medora Grothas Trucking

Indiana ADULT

Men's C FP
Bremen DC Current

Men's D FP
Kokomo CFD

Men's B SP
Trads 219

Men's C SP
Indianapolis Garrets/
Shockers

Men's D North SP
D & R Miller

Men's D South SP
Evansville Fonner Carpet

Men's E North SP
Kokomo Big Daddys

Men's E South SP
Stanford Hardy Insurance

Men's A Industrial SP
Chandler Team Toyota

Men's Major Church SP
Whiting Cast/LFA

Men's 35-Over SP
Goshen Millers

Men's D/E 35-Over SP
Bloomington DDI

Men's Major 16-Inch SP
Blue Veins

Men's A 16-Inch SP
Budweiser

Women's C North SP
Kokomo Schwartz/Weber

Women's D North SP
Kokomo Vickers/UAW 685

Women's D South SP
No. Vernon Wilson
Concrete

Women's E North SP
Angola Diamond Devils

YOUTH

Girls' 10-Under SP
Sudden Impact (Greens-
burg)

Girls' 12-Under SP
Brownsburg Heat

Girls' 14-Under SP
Brownsburg Believe

Girls' 18-Under SP
Jasper Girls

Girls' B 18-Under FP
Center Grove Explosion

Girls' A 10-Under FP
Booneville X-Treme

Girls' B 10-Under FP
Logansport Renegades
(Flora)

Girls' 12-Under FP
Indiana Shockwave White
(Frankfort)

Girls' B 12-Under FP
Indiana Force (Montezuma)

Girls' C 12-Under North FP
Shelby Sting

Girls' C 12-Under South FP
Princeton Heat

Girls' B 14-Under FP
Monticello Eclipse

Girls' C 14-Under North FP
Germantown Lady Lions

Girls' C 14-Under South FP
Indiana Misfits (Shelburn)

Girls' A 16-Under FP
Indy Diamond Chix (New
Palestine)

Girls' B 16-Under FP
Indiana Lightning Blue
(Upland)

Girls' A 18-Under FP
Indy Edge (New Palestine)

Girls' B 18-Under FP
Indy Lightning Elite
(Upland)

OTHER

Coed D/E SP
Greenwood Circle City

Iowa ADULT

Men's A FP
Reasnor RPM's

Men's B FP
Palazzo Java House

Men's C FP
Kasson State Theatre

Men's 40-Over FP
Grandview Cabinets

Men's C SP
Sambetti's

Men's D SP
Access Wireless

Men's E SP
Scooter's Bar & Grill

Men's 35-Over SP
Third Base/Red Hawks

Men's 16" Major SP
Monsoon

Men's 16" A SP
Murphy's Bar & Grill

Men's 16" B SP
Emil's Deli

Men's 14" Major SP
Stadium Lounge

Men's A 14" SP
Nitehawks

Men's B 14" SP
Huxley Communications
Women's C SP
C & C Knights

Women's D SP
Ja-Mar

YOUTH

Girls' A 10-Under FP
Ottumwa Mighty Dawgs

Girls' B 10-Under FP
Ankeny Gold

Girls' C 10-Under FP
West Branch Bears

Girls' A 12-Under FP
Muscatine Maniacs

Girls' B 12-Under FP
Cedar Rapids Blue Devils

Girls' C 12-Under FP
Wilton Titans

Girls' A 14-Under FP
West Des Moines Panthers
Black

Girls' B 14-Under FP
Cedar Rapids Saints

OTHER

Coed A SP
Team Elite Sports

Coed B SP
Baggers

Kansas ADULT

Men's D SP
TST Softball

Men's B/C FP
MoKan Twins

Women's D SP
Hammerheads

Women's C FP
Abilene Eagles

YOUTH

Girls' 8-Under Gold Coach
Pitch
Chaos

Girls' 8-Under Silver Coach
Pitch
Clay Center 8 B's

Girls' A 10-Under FP
Mustangs-Grey

Girls' B 10-Under FP
Augusta Shox

Girls' C 10-Under Gold FP
Diamond Divas

Girls' C 10-Under Silver FP
Abilene Ikes

Girls' A 12-Under FP
Blaze

Girls' B 12-Under FP
Blitz

Girls' C 12-Under Gold FP
Lady Lakers

Girls' C 12-Under Silver FP
Blue Aces

Girls' A 14-Under FP
Mustangs

Girls' B 14-Under FP
Phenix

Girls' C 14-Under Gold FP
Grip N Rips

Girls' C 14-Under Silver FP
Renegades

Girls' A 16-Under FP
Storm

Girls' B 16-Under FP
Phenix-Flyer

Girls' C 16-Under Open FP
Eclipse

Girls' C 16-Under Silver FP
Lady Sixers

Girls' A 18-Under FP
KS Flames

Girls' B 18-Under FP
Technocats

Girls' C 18-Under Open FP
Rockin Jays

2006 LOCAL ASSOCIATION CHAMPIONS

Girls' C 18-Under Silver FP
Lady Legenz

Kansas City ADULT

Men's C FP
Gamblers

Men's D SP
VooDoo

YOUTH

Girls' A 10-Under FP
KC Xplosion
Girls' A 12-Under FP
Flash

Girls' B 12-Under FP
PH Power

Girls' A 14-Under FP
Rockets-Moppin

Girls' B 14-Under FP
Blue Valley T-Bones

Girls' A 16-Under FP
KC Wahoos

Girls' B 16-Under FP
KC Fire

Girls' A 18-Under FP
KC Whitesox

Kentucky ADULT

Men's D West SP
Evil

Men's C SP
Grants

Men's D East SP
Zeppers

Men's E East SP
Cumberland Natl. Bank

Men's E West SP
Imperial Lawn

Men's A Church SP
Souls Harbor

Men's B Church SP
Eckron Baptist

Men's 35-Over SP
Brooks Sports

Women's C SP
Fraleys/Low Bobs

Women's D SP
Edward Jones

YOUTH

Girls' 8-Under SP
Southern KY Thunder

Girls' 10-Under SP
B.G. Girls

Girls' 12-Under SP
B. J. Bears

Girls' 18-Under SP
Leitchfield

Girls' A 10-Under FP
Southern Static

Girls' A 12-Under FP
MC Steelers

Girls' A 14-Under FP
Hurricanes

Girls' A 16-Under FP
Louisville Sluggers

Girls' A 18-Under FP
Louisville Stunners

OTHER

Coed A SP
Hub City

Louisiana ADULT

Men's C SP
DEM

Men's D SP
LA Cane

Men's E SP
Five O

Women's 35-Over SP
Touche II

YOUTH

Girls' 8-Under Coach Pitch
Cajun Couillions

Girls' 10-Under SP
Xtreme Kaos

Girls' 12-Under SP
Sluggers

Girls' 14-Under SP
Flamin' Cajuns

Girls' 16-Under SP
Sliver Bullets

Girls' 18-Under SP
Gonzalez Thunder

Girls' A 14-Under SP
LA Patriots

Girls' A 16-Under SP
DS Stingers

Maine ADULT

Men's C SP
Portland Plastic Pipe
McLaughlin Sports

Men's D SP
Johnson Foundations

Men's E North SP-
Buck Construction

Men's E South SP-
Scarboro Muffler Center

Men's 35-Over SP
Asbury

Men's 10 Man Modified
Pitch
Jim's Gun Shop

YOUTH

Girls' A 10-Under FP
Southern Maine Flame

Girls' A 12-Under FP
Southern Maine Heat

Girls' B 12-Under FP
Skowhegan

Girls' A 14-Under FP
Southern Maine Flame

Girls' B 14-Under FP
Gorham

Girls' A 16-Under FP
Maine Attraction

Girls' B 16-Under FP
Bangor Fever

Girls' A 18-Under FP
Maine Coastal Diamonds

OTHER

Coed B SP
Portland Beverage

Coed C SP
Charlie's Bar

Massachusetts ADULT

Men's D SP
WW Clark

Men's 10 Man Modified
21 Club

YOUTH

Girls' A 10-Under FP
Taunton Dynamites

Girls' B 12-Under FP
Somerset Storm

Girls' B 14-Under FP
New Bedford Kaos

Girls' A 16-Under FP
Dracut Panthers

Girls' B 16-Under FP
Mass Intensity

Girls' A 18-Under FP
Central Mass Rapids

Memphis ADULT

Men's B FP
Memphis Posse

Men's C FP
Memphis Dawgs

Men's 40-Over FP
Memphis Pomen

Men's C SP
Triangle

Men's D SP
Team Memphis

Men's A Modified
Cobras

Women's C SP
Memphis Traders

Women's D SP
Just For Fun

Women's 35-Over SP
Memphis Traders

OTHER

Coed A SP
Bartlett Blaze

Coed B SP
Turtles

Michigan ADULT

Men's B FP
Tiffany's Food & Spirit

Men's C FP
Mickey's

Men's D FP
Marquette Fence

Men's E FP
Champion Glass

Men's C SP
Jax Softball

Men's D SP
Ski Town Softball

Men's E SP
Line Drives

Men's F SP
K-H Concrete/Jumbos

Men's Major 35-Over Div
I SP
Sheraton Hotel

Men's Major 35-Over Div
II SP
Round Tree Bar & Grill

2006 LOCAL ASSOCIATION CHAMPIONS

Men's Seniors 50-Over
111 SP
KJP Sales

Men's B 9 Man Modified
Servinski Sod/A&B Camp-
erland

Men's Div II Modified
Bid Dawgs Trucking

Men's 10 Man Modified
Secory Flyers

Women's B/C FP
Blue Dogs

Women's D SP
Public Title

Women's E SP
Relections Hair Studio

YOUTH

Girls' A 10-Under FP
Ann Arbor Gold

Girls' B 12-Under FP
Canton Thunderbirds

Girls' A 14-Under FP
Finesse

Girls' B 14-Under FP
Oakland Sidewinders

Girls' A 16-Under FP
Finesse

Girls' B 16-Under FP
Bay City Blast

Girls' A 18-Under FP
Pink Piranaz

Girls' B 18-Under FP
Fenton Fastpitch

Minneapolis ADULT

Men's C SP
NE Yankees

Men's D SP
Schmitt's

Men's 35-Over Northeast
SP
Monse Bar & Grill

Men's 35-Over South SP
Minnesota Merchants

Men's 40-Over SP
Halek's

Men's D Industrial
Huberts Crew

OTHER

Coed C SP
Knight CAP

Coed D SP
WAC

Veteran's Administration
League
Cardinal Bar

Lawyer League (competi-
tive)
Oppenheimer, Wolff &
Donnelly

Lawyer League (recreation)
Merchant & Gouldy

Minnesota ADULT

Men's A/B SP
Spike's

Men's CC SP
Legion of Doom
Men's C North SP
Sports MD

Men's DD North SP
Hartz

Men's DD Central SP
Peterson Chapel

Men's DD South SP
MKE Floor Design

Men's D SP
Wells Fargo Desperados

Men's E SP
Mick's Office

Men's A Church SP
Christ the King

Men's B Church SP
Atonement Angels

Men's B 35-Over SP
Sauk Rapids

Men's C 35-Over SP
Westwood Sports

Men's B FP
PBI

Men's C FP
Frontier Lounge

Men's D FP
Anderson Chiropractic

Men's 40-Over FP
Jordan Realty

Men's A Modified
Hollywood Sports

Men's B Modified
Blue Devils

Women's CC SP
SKR

Women's C SP
Blue Ribbons

Women's DD SP
O'Brien's/Mark's Repair

Women's D SP
Michaels Investments

Women's EE SP
Kenn's/Miken

Women's Modified
T-Road

YOUTH

Boys' 18-Under SP
Line Drive

Girls' 12-Under SP
Baxter Bombers

Girls' 14-Under SP
BP Amoco
Girls' 16-Under SP
Polars White

Girls' 18-Under SP
Brainerd Explosion

Girls' A 10-Under FP
Shakopee

Girls' B 10-Under FP
Bloomington Red

Girls' A 12-Under FP
Shakopee Black

Girls' B 12-Under FP
New Ulm White

Girls' C 12-Under FP
St. Peter Red

Girls' Rec 12-Under FP
ReMax Cloquet

Girls' A 14-Under FP
Burnsville Blaze Gold

Girls' B 14-Under FP
Hermantown Lightning

Girls' C 14-Under FP
Buffalo #1

Girls' D 14-Under FP
Duluth Thunder

Girls' Rec 14-Under FP
St. Charles

Girls' A 16-Under FP
New Ulm Red

Girls' B 16-Under FP
Grand Rapids Eagles

Girls' C 16-Under FP
Martin County West

Girls' D 16-Under FP
Chargers

Girls' A 18-Under FP
MN Sting

Girls' B 18-Under FP
Hollywood Booster Club

Girls' C 18-Under FP
Winona WinStars

OTHER

Major Co-Rec SP
Jonny's Saloon

Co-Rec A SP
The Alamo

Co-Rec B SP
Frederick's Accounting

Co-Rec C SP
Cannon Valley Roofing/
Brewsters

Co-Rec D SP
Bierstube/Nova Frost, Inc.

Mississippi ADULT

Men's B SP
Sports Center

Men's C SP
Boondocks

Men's D SP
Inter-Pac

Men's E SP
Destinator Sports

Men's Major Church SP
North Park Church of God

Women's C SP
Team Nalco

Women's D SP
Jones Construction

Women's E SP
Southern Sluggers

YOUTH

Girls' 10-Under SP
MS. Sting

Girls' 12-Under SP
Diamond Girls

Girls' 14-Under SP
Clarkdale

Girls' 16-Under SP
Pink Flamingo's

Girls' A 10-Under FP
MS. Wildfire

Girls' B 10-Under FP
Tri-County Twisters

Girls' C 10-Under FP
Saucier

Girls' A 12-Under FP
Long Beach

2006 LOCAL ASSOCIATION CHAMPIONS

Girls' B 12-Under FP
McComb

Girls' C 12-Under FP
Hatley

Girls' A 14-Under FP
Coastliners

Girls' B 14-Under FP
Booneville Blast

Girls' C 14-Under FP
Iuka

Girls' A 16-Under FP
Lady Poachers

Girls' B 16-Under FP
Lady Rebels

Girls' A 18-Under FP
MS Pride

Girls' B 18-Under FP
Hot Shots

Missouri ADULT

Men's B FP
Black Gold/Rivertown

Men's C FP
Graff Pepsi

Men's B SP
Columbia Heat/Hooters

Men's C SP
Cody's

Men's D SP
Regulators

Men's Major Church SP
Parkcrest Baptist

Women's C SP
Lugnuts

Women's D SP
Crush

YOUTH

Girls' A 10-Under FP
Silver Streaks

Girls' A 12-Under FP
Columbia Rockers

Girls' B 12-Under FP
Silver Streaks

Girls' A 14-Under FP
Missouri Pride

Girls' B 14-Under FP
Twisters

Girls' A 16-Under FP
MO Lightning

Girls' B 16-Under FP
Kelso Magic

Girls' A 18-Under FP
Missouri Madness

Girls' B 18-Under FP
SEMO Magic

OTHER

Coed A SP
Carters Pillz

Coed B North SP
The Firm

Coed B South SP
SEMO Fence

Nebraska ADULT

Men's C FP
John's Plumbing/Saddies
Place

Men's D1 FP
Little Water

Men's D2 FP
Wildcats Softball

Men's 23-Under FP
Little Water

Men's 40-Over FP
CBS

Men's 45-Over FP
Brass Rail

Men's B SP
T's 13

Men's C SP
Cellar Bar & Grill

Men's D SP
Stix Softball Club
Sweet Williams Green

Men's E SP
The Furry

Men's F SP
Carlisle/Speer Physical

Men's 35-Over SP
Hogan's Sporting Goods

Men's 40-Over SP
Hagie

Men's 45-Over SP
State Farm Ins

Men's 50-Over SP
Mahris Homes

Men's 55-Over SP
Spirit 55

Men's Church SP
Borch Knight Fellowship

Women's C FP
Black Magic

Women's C SP
Trade Center Auto

Women's D SP
T-Shirt Engineers

Women's E SP
Chicken Coop

YOUTH

Girls' A 10-Under FP
NE Blue Diamonds

Girls' B 10-Under FP
Fairbury Husker Rehab

Girls' C 10-Under FP
Jr. Sparks

Girls' A 12-Under FP
Nebraska Storm

Girls' B12-Under FP
Lincoln Swingers

Girls' C 12-Under FP
Ashland

Girls' D 12-Under FP
Red Cloud

Girls' A 14-Under FP
Lincoln Swingers Gold

Girls' B 14-Under FP
Adams Outlaws

Girls' C 14-Under FP
Wicicala Sluggers

Girls' D 14-Under FP
Arlington

Girls' A 16-Under FP
Lincoln Jaguars

Girls' B 16-Under FP
Wahoo High Velocity
Sports

Girls' C 16-Under FP
Auburn

Girls' A 18-Under FP
Nebraska Storm

Girls' B 18-Under FP
Shockers

Girls' C 18-Under FP
Laurel

Girls' D 18-Under FP
Lawrence

OTHER

Coed B SP
Mama's Brew Crew/Ex-
pert T's

Coed C SP
The Dirty Rottens

Coed D SP
Compos Installation

Coed E SP
Westfield Pharmacy/
Hogan's

New Hampshire ADULT

Men's D SP
R. J. Construction

Women's D SP
Advantage Benefits Inc

Men's E Modified
A & B Vending
Men's D Modified
T & H Computers

Men's C 9 Man Modified
Firestone

Women's B Modified
Papagalos

Women's C Modified
Hinsdale Campground

Women's D Modified
Beaver St. Market

OTHER

Coed Class B SP
Chumly's

Nevada ADULT

Men's D SP
Arsenal

Men's E SP
Greenwood

YOUTH

Girls' B 10-Under FP
SNFA SW Vegas Heat

Girls' C 10-Under FP
Northwest Girls All Stars

Girls' A 12-Under FP
Las Vegas Diamonds

Girls' B 12-Under FP
Henderson Hot Shots

Girls' C 12-Under FP
Redrock Vegas Force

Girls' A 14-Under FP
American Attack

Girls' B 14-Under FP
Henderson High Rollers

Girls' A 16-Under FP
Nevada Lightning

Girls' A 18-Under FP
Lil Rebels

2006 LOCAL ASSOCIATION CHAMPIONS

OTHER

Coed B SP
DssBats

North Carolina ADULT

Men's C FP
Warriors

Men's D SP
Priority One

Men's Major Church SP
Holland United Methodist

Men's B Church SP
Community Church

YOUTH

Girls' A 12-Under FP
Heartbreakers

Girls' A 16-Under FP
Triangle Lightning

Girls' A 18-Under FP
Carolina Cardinals

North Dakota ADULT

Men's B SP
Fargo Tharaldson Enterprises

Men's C SP
Grand Forks Southgate/
Budweiser

Men's D SP
Mandan Dust-Tex

Men's Rec I SP
Minot Forced Air/Duffy's

Men's Rec II East SP
Fargo Bush Leaguers

Men's Rec II West SP
Bismarck Mariner Construction

Men's Rec III East SP
Fargo Playmakers #1

Men's Rec III West SP
Fullerton Elevator/Ranch House

Men's Rec IV East SP
Devil's Lake Ed's/11th
Frame/Gerrell's

Men's Rec IV West SP
Fargo Water Equipment

Men's 35-Over Div I
Fargo Bellerud

Men's 35-Over Div II
Wahpeton Driftwood Lounge

Men's 35-Over Div III
West Fargo Valley Sporting Goods

Men's 35-Over Div IV
Mandan Atlas

Men's 40-Over Div I
Bismarck Buffalo Wild Wings

Men's 40-Over Div II
Grand Forks Rumors

Men's 50-Over SP
Fargo Performance Centers, Inc

Men's 50-Over SP (Wood Bat)
Mandan Dust-Tex

Men's C FP
Fargo Imaging Solutions

Women's C SP
Bismarck Burnt Creek Club & Bar/McQuade Distributing

Women's D SP
Bismarck United Printing

Women's Rec I SP
Jamestown ProAm Transport

Women's Rec II East SP
Thompson Farmers Elevator

Women's Rec II West SP
Bismarck Lincoln Storage

Women's Rec III East SP
Grand Forks Bud/Bun/Red Pepper/Toasty Frogs

Women's Rec III West SP
Bismarck Coors Light 1

Women's Masters Div I SP
Minot Saunders Chiropractic/Sports on Tap/Bud Light

Women's Masters Div II SP
Mandan Lady T-Hawks

Women's Masters Div III SP
Grand Forks Coca Cola

Women's Masters Div IV SP
Pingree 281 Stop

YOUTH

Girls' A 14-Under SP
Williston Adducci All Stars

Girls' B 14-Under SP
Cooperstown

Girls' A 16-Under SP
Valley City

Girls' B 16-Under SP
Dickinson Pepsi Cola All Stars

Girls' A 18-Under SP
Valley City

Girls' B 18-Under SP
Pembina

OTHER

Coed Div I SP
Fargo Bob Footit

Coed Div II SP
Fessenden Krahler's Softball
Coed Div III SP
Fargo Playmakers

Coed Div IV SP
Tappen Roadhouse

Oakland ADULT

Men's B FP
Romie's Angels

Men's C FP
Bay Area High Reach

YOUTH

Girls' B 10-Under FP
Stompers West

Girls' A 12-Under FP
Mavericks

Girls' B 12-Under FP
Stompers

Girls' A 14-Under FP
Sorcerer

Girls' B 14-Under FP
Synergy

Girls' A 16-Under FP
Nuggets

Girls' B 16-Under FP
Phantom

Girls' A 18-Under FP
Synergy

Girls' B 18-Under FP
East Bay Blaze

Oklahoma ADULT

Men's A SP
All-Star Plumbing

Men's B SP
BNK Mortgage

Men's C SP
Team Yak

Men's D SP
Frozen Ropes

Men's E SP
Sonic Baserunners

Men's F SP
MPD

Men's C Church SP
New Hope FWB

Men's B Church SP
Calvary FWB

Men's A Church SP
Christ the King

Men's 40-Over SP
Ten Old Men (G-Men)
Men's 50-Over SP
Ten Old Men (G-Men)

Women's D SP
DBC/Team Combat

Women's E SP
Marcy's

YOUTH

Girls' 10-Under SP
OKC Sox

Girls' 8-Under A Coach
Pitch
Muskogee Impact

Girls' 8-Under B Coach
Pitch
Muskogee Heat

Girls' 8-Under Machine
Pitch
OKC Ice

Girls' 8-Under Machine
Pitch
Aline Tigers

Girls' 12-Under SP
Slammers

Girls' 14-Under SP
OK Connexion

Girls' 18-Under A FP
The Original Ultimate

Girls' 16-Under A FP
OK Fusion

Girls' 14-Under A FP
Keota

Girls' 14-Under B FP
Sliders

Girls' 14-Under C FP
OK Attitude

Girls' 12-Under A FP
OK Intimidators

Girls' 12-Under B FP
OK Machine

Girls' 12-Under C FP
Cache Lady Bulldogs

2006 LOCAL ASSOCIATION CHAMPIONS

Girls' 10-Under A FP
OK Force 95

Girls' 10-Under B FP
Kaos

Girls' 10-Under C FP
Talihina Lady Tigers

OTHER

Coed A SP
No results

Coed B SP
Knuckleheads

Coed C SP
Davis SW Auction

Coed D SP
Cats

Philadelphia ADULT

Men's Major SP
Gero's

Men's A SP
Fluke's

Men's B SP
Todd Brown Equipment

Men's C SP
Chickie & Petes

Men's D SP
A & B Contracting

Men's E SP
Daddy O's

Men's Major Industrial SP
Boyle

Men's A Industrial SP
Beth Or

Men's 35-Over SP
Mollys

Men's 50-Over SP
Morrell Tavern
Men's 55-Over SP
Not Yet Over the Hill

Men's 70-Over SP
Over the Hill 70's

Men's A Modified
Cruz

Women's B SP
Friends of Ryan

Women's C SP
Ozzies

Women's D SP
NEWSL

Women's 10 Modified
Showtime

YOUTH

Girls' A 10-Under FP
District #10

Girls' B 10-Under FP
District #10

Girls' A 12-Under FP
Somerton

Girls' B 12-Under FP
Mayfair

Girls' A 14-Under FP
Vogt
Girls' B 14-Under FP
Holmesburg

Girls' A 16-Under FP
NEO

Girls' B 16-Under FP
Fillies

Girls' B 18-Under FP
21st Ward

OTHER

Coed Major SP
Panthers

Coed A SP
Rebels

Coed B SP
Guards

Wood Bat Recreational SP
Chickie & Petes

Wood Bat Recreational
Sunday League SP
MEAT

Pennsylvania ADULT

Men's B FP
Bob Hoffman's

Men's C FP
Bonnell's

Men's C Church FP
Garden Spot

Men's D Church FP
Garden Spot

Men's C SP
Wagner Farms/EFX

Men's D SP
Team Apex

Men's 35-Over SP
Brickyard

Men's 35-Over D SP
Frosty Hook

Men's 35-Over Recreation
SP
Talley Whackers

Men's 40-Over SP
Ala/Enola Sportsmen

Men's 45-Over SP
Big Dogs/Restano's

Men's 50-Over SP
TNT

Men's 60-Over SP
Spring Ford A.A.
Spring Ford A.A. Red

Men's D Church SP
St. Matthews
Men's Major Open Modified
Ground Zero

Men's 9 Man Open
Modified
Ground Zero

Men's A 9 Man Modified
LH Brubaker

Men's B 9 Man Modified
Lamp Post Inn

Men's C 9 Man Modified
Worship Center

Men's A 10 Man Modified
Marlins

Men's B 10 Man Modified
Bison Bulls

Men's C 10 Man Modified
Bull Dawgs

Men's D 10 Man Modified
O'Neal's Pub

Men's 10 Man Church
Landingville

Women's B FP
Pine Forge Ladies

Women's C FP
Lady Lyons
Women's Open SP
Metro Sports

Women's C SP
Forry's Auto Body

Women's D SP
West Gate

Women's 35-Over SP
After the Game

YOUTH

Girls' 10-Under SP
Greencastle All Stars

Girls' 12-Under SP
New Cumberland All Stars

Girls' 14-Under SP
West Shore Hotshots

Girls' 18-Under SP
Suburban

Girls' B 10-Under FP
Donegal Rheems

Girls' A 12-Under FP
Bristol Stars

Girls' B 12-Under FP
MC Rockers

Girls' A 14-Under FP
Central PA. Crunch

Girls' B 14-Under FP
Cumberland Cty Magic
Girls' A 16-Under FP
Horsham Banshees

Girls' B 16-Under FP
Lady Patriots

Girls' A 18-Under FP
East Norriton Hartbreakers

Girls' B 18-Under FP
Falcons

OTHER

Coed C SP
Weekend Warriors

Coed D SP
Pit'n Pub

Piedmont Virginia ADULT

Men's C SP
Golden Coral

Men's D SP
Taylor's

YOUTH

Girls' A 12-Under FP
Extreme Force Blue

Girls' A 14-Under FP
Class Action Scrappers

Girls' A 16-Under FP
Class Action Scrappers

Girls' A 18-Under FP
Central Virginia Blue Ice

OTHER

Coed B SP
Greg Herring Roofing

Rhode Island ADULT

Men's D SP
Spumoni's

Men's E SP
Patriaca Law

YOUTH

Girls' A 8-Under SP
Smithfield

2006 LOCAL ASSOCIATION CHAMPIONS

Girls' B 8-Under SP
Apponaug

Girls' 10-Under SP
CLCF

Girls' 12-Under SP
CLCF

Girls' 14-Under SP
CLCF

Girls' 16-Under SP
Darlington
Girls' B 10-Under FP
Smithfield

Girls' B 14-Under FP
Apponaug

St. Louis ADULT

Girls' B 10-Under FP
Esprit

Girls' B 12-Under FP
Spirit (Morris)

Girls' A 14-Under FP
Legion of Doom

Girls' A 16-Under FP
Team Unity

Girls' B 16-Under FP
Shock

Girls' A 18-Under FP
Chaos

Girls' B 18-Under FP
Royal Sports

Sacramento ADULT

Men's D SP
ICM

Men's E SP
Mashers

YOUTH

Girls' A 10-Under FP
Foothill Gold

Girls' B 10-Under FP
Cordova Fury

Girls' A 12-Under FP
California Rapids

Girls' B 12-Under FP
Roseville Thunder Red

Girls' A 14-Under FP
Lady Magic

Girls' B 14-Under FP
Folsom Aftershock

Girls' A 16-Under FP
Lady Magic

Girls' A 18-Under FP
California Breeze

South Dakota ADULT

Men's Div I SP
Viessman's Trucking/Chuk-
N-Duk

Men's Div II SP
Redbirds

Men's East Div III SP
Sioux Falls Fence

Men's West Div III SP
Olson Plumbing

Men's East Div IV SP
Garst Seed/Mike Metter
Sales

Men's West Div IV SP
Super 8

Men's 35-Over 14" SP
Lagers/Coors Light

Men's A 14" SP
Zoo/Huff Construction

Men's B 14" SP
Stahl Insurance/TN Tax

Men's C 14" SP
Waverly Steakhouse

Men's 16" SP
Zoo/Huff Construction

Men's Open FP
Sioux Falls Sox
Men's A FP
Ramona

Men's Masters FP
Scarlett O'Hara's

Women's 35-Over SP (up-
per division)
Clemons/Boomers

Women's 35-Over SP
(lower division)
Platte Ladies

Women's Div I SP
Shenanigan's/Ramkota

Women's Div II SP
Golden Isle Casino

Women's Div III SP
Rays Sport Shop

Women's East Div IV SP
Frankfort Ladies

Women's West Div IV SP
Weta River Rats

Women's East Div V SP
Kroepelin Ag

Women's West Div V SP
A1 Bail Bonds/Champs

Women's East Div VI SP
Land Sharks

Women's West Div VI SP
Photos Today

YOUTH

Boys' 12-Under SP
Housemasters

Boys' 14-Under SP
Dollar Loan Center

Boys' 16-Under SP
Agronomics

Boys' 18-Under SP
Reliabank/Costello

Boys' 12-Under FP
Jmac

Girls' 12-Under SP
North East Orthodontics

Girls' 14-Under SP
McDonald's

Girls' 16-Under SP
American Home

Girls' 18-Under SP
Young's Prime Time Sports

Girls' 12-Under Modified FP
Vermillion Blaze

Girls' 14-Under Modified FP
Springfield

Girls' 16-Under Modified FP
Hurricanes

Girls' 18-Under Modified FP
Springfield

Girls' 12-Under FP
Extreme

Girls' 14-Under FP
Yankton Fury

Girls' 16-Under FP
Fusion

Girls' 18-Under FP
Flames White

OTHER

Coed B SP
Lagers

Coed C SP
SoDak Construction

South Florida YOUTH

Girls' A 12-Under FP
Coral Springs Panthers

Girls' A 14-Under FP
Palm Beach Gardens Lady
Gators

Girls' A 16-Under FP
West Pines Diamonds
Dusters

Girls' A 18-Under FP
Miami Stingrays

Tennessee ADULT

Men's D SP
CTS Softball

Men's East E SP
Rounders

Men's West E SP
Storm-Absolute

Men's A Industrial SP
Maytag

Men's B Industrial SP
Assemblers

Men's Church SP
East Maryville Baptist

Men's B Church SP
Mixed Religion

Men's One-Pitch SP
Quaker Steak & Lube

Women's East E SP
Hillbilly Bandits

Women's West E SP
Stage Coach

YOUTH

Girls' 8-Under East Coach
Pitch
Astros

Girls' 8-Under West Coach
Pitch
Crushers

Girls' 10-Under East
Rec FP
Storm

Girls' 10-Under West
Rec FP
Raptors

Girls' 12-Under East
Rec FP
Lady Vols

Girls' 12-Under West
Rec FP
Mud Dawgs

Girls' A 14-Under FP
GA Heat

Girls' 14-Under Rec West
FP
Heat

2006 LOCAL ASSOCIATION CHAMPIONS

Girls' A 16-Under FP
Cruisers

Girls' 16-Under West
Rec FP
Heat

Girls' A 18-Under FP
Nighthawks

OTHER

Coed B SP
KMK Acres

Texas ADULT

Men's A/B SP
Hipp Productions

Men's C SP
Budweiser

Men's D SP
Whut It Dew

Men's 35-Over SP
Abby's Printing Spurs

Men's Church SP
Our Lady of Sorrow

Men's Industrial SP
Oilers

Men's FP
Castro Concrete

Women's SP
Pizzini-Rios

YOUTH

Girls' 6-Under North Pixie
Bratz

Girls' 6-Under South Pixie
Power

Girls' 8-Under North Pixie
Heat

Girls' 8-Under South Pixie
T-N-T

Girls' A 10-Under FP
Blaze

Girls' B 10-Under FP
Pearland Power

Girl's C 10-Under FP
EMC Klassic

Girls' A 12-Under FP
93 Texas Splash

Girls' B 12-Under FP
Lil Lady Lobos

Girls' C 12-Under FP
Code Red

Girls' A 14-Under FP
Texas Impulse

Girls' B 14-Under FP
Thunder

Girls' C 14-Under FP
Sudden Impact

Girls' A 16-Under FP
Texas Avengers

Girls' B 16-Under FP
Texas Thunder

Girls' A 18-Under FP
Centex Babes

Girls' B 18-Under FP
East Texas Blast

OTHER

Coed SP
Choppers

Utah YOUTH

Girls' A 12-Under FP
Strikers

Girls' A 14-Under FP
SL Flames

Girls' A 16-Under FP
Bad to the Bone

Girls' 18-Under FP
Thunderbirds

Vermont ADULT

Men's C SP
J.C. Softball

Men's D SP
Full Rut

Men's E SP
Energizer

Women's C SP
ECP Wildthings

Women's D SP
Clarks Moving

OTHER

Coed A SP
C & T Softball

Coed B SP
Juicers

Washington ADULT

Girls' B 10-Under FP
Taters

Girls' A 12-Under FP
Khoas

Girls' B 12-Under FP
Ilosh

Girls' A 14-Under FP
Vancouver Power

Girls' B 14-Under FP
Illusion

Girls' A 16-Under FP
Clark Co. Bulldogs

Girls' B 16-Under FP
Fury

Girls' A 18-Under FP
Simply Wild Rebels

Wisconsin ADULT

Men's C SP
Timber Technologies

Men's D SP
Comatose

Men's B 10-Man Modified
Steve Fischer Construction

Men's C 10-Man Modified
Eagles of Fond du Lac

Women's A FP
Wisconsin Surge

Women's Modified
Crossroads

YOUTH

Girls' A 10-Under FP
Kenosha Cyclones

Girls' B 10-Under FP
South Appleton Rockers

Girls' A 12-Under FP
Racine Belles

Girls' B 12-Under FP
KAM

Girls' A 14-Under FP
Competitors Black

Girls' B 14-Under FP
Plover 14U

Girls' A 16-Under FP
Chippewa Valley Flash

Girls' B 16-Under FP
Halue Hot Rodders

Girls' A 18-Under FP
Precision Fastpitch

Girls' B 18-Under FP
Wisconsin Elite

Wyoming ADULT

Men's B SP
Gillette Softball Club

Men's C SP
TCB

Men's D SP
Doc's Jr. Jocks

YOUTH

Girls' B 10-Under FP
Cheyenne Extreme

Girls' B 12-Under FP
Cheyenne Thunder
Cheyenne Extreme

Girls' C 12-Under FP
Casper Diamonds

Girls' 12-Under Recreation
FP
Cheyenne Comets

Girls' B 14-Under FP
Cheyenne Extreme

Girls' C 14-Under FP
Casper Diamonds

Girls' 14-Under Recreation
FP
Cheyenne Scorpions

Girls' B 16-Under FP
Glenrock
Cheyenne Thunder

Girls' C 16/18 FP
Casper Diamonds

Girls' 16/18 Recreation FP
Casper Riot

Girls' B 18-Under FP
Cheyenne Extreme

OTHER

Coed B SP
Doc's Ball Babies

Coed Recreation SP
Atlantic Roofing

CAPS

FITTED PRO MESH UMP CAP WITH EMBROIDERED

ASA® LETTERS

#402FM Full Field, 3-inch 8-stitch bill, fitted navy Pro-Mesh cap.

#402BM 3/4 Field, 2 1/2-inch 6-stitch bill, fitted navy Pro-Mesh cap.

#402PM Plate, 2-inch 4-stitch bill, fitted navy Pro-Mesh cap.

(*see available sizes in fitted cap chart.) **\$17.00**

FITTED WOOL CAP WITH EMBROIDERED

ASA® LETTERS

#402FL Full Field, 3-inch 8-stitch bill, fitted navy wool cap.

#402BL 3/4 Field, 2 1/2-inch 6-stitch bill, fitted navy wool cap.

#402PL Plate, 2-inch 4-stitch bill, fitted navy wool cap.

(*see available sizes in fitted cap chart.) **\$15.00**

ADJUSTABLE UMP CAP WITH EMBROIDERED

ASA® LETTERS

#402FSL Full Field, 3-inch 8-stitch bill, navy mesh cap. Adjusts to S-M (6 3/4 to 7 1/8) **\$14.00**

#402FLL Full Field, 3-inch 8-stitch bill, navy mesh cap. Adjusts to L-XL (7 1/4 to 7 3/4) **\$14.00**

#402FWL Full Field, 3-inch 8-stitch bill, navy wool cap. Adjusts to L-XL (7 1/4 to 7 3/4) **\$15.00**

#402BLL 3/4 Field, 2 1/2-inch 6-stitch bill, navy wool cap. Adjusts to L-XL (7 1/4 to 7 3/4) **\$15.00**

#402PPLL Plate, 2-inch 4-stitch bill, navy wool cap. Adjusts to L-XL (7 1/4 to 7 3/4) **\$15.00**

FITTED UMP CAP (NO LETTERS)

#402FP Full Field, 3-inch 8-stitch bill, fitted navy wool cap.

#402BP 3/4 Field, 2 1/2-inch 6-stitch bill, fitted navy wool cap.

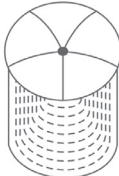
#402PP Plate, 2-inch 4-stitch bill, fitted navy wool cap.

(*see available sizes in fitted cap chart.) **\$10.00**



#CADDY \$9.00
(Cap not included)

Full Field
3-inch
8-stitch bill



3/4 Field
2.5-inch
6-stitch bill

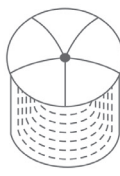
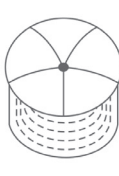


Plate
2-inch
4-stitch bill



Pro-Mesh \$17.00

#402FM

SIZE 6 1/2 - 8

(See available Sizes in fitted cap chart.)

#402BM

SIZE 6 1/2 - 8

#402PM

SIZE 6 1/2 - 8



Wool Serge \$15.00

#402FL

SIZE 6 1/2 - 8

(See available Sizes in fitted cap chart.)

#402BL

SIZE 6 1/2 - 8

#402PL

SIZE 6 1/2 - 8



Mesh \$14.00

#402FSL (S-M) #402FLL (L-XL)

Adjustable

N/A

Adjustable

N/A

Adjustable



Wool Serge \$15.00

#402FWL (L-XL)

Adjustable

#402BLL (L-XL)

Adjustable

#402PPLL (L-XL)

Adjustable



Wool Serge \$10.00

#402FP

SIZE 6 7/8 - 7 3/4

#402BP

SIZE 6 7/8 - 7 3/4

#402PP

SIZE 6 7/8 - 7 3/4

Cap Size:	6 1/2	6 5/8	6 3/4	6 7/8	7	7 1/8	7 1/4	7 3/8	7 1/2	7 5/8	7 3/4	7 7/8	8
Head Meas:	20 1/2	20 7/8	21 1/4	21 5/8	22	22 3/8	22 3/4	23 1/8	23 1/2	23 7/8	24 1/4	24 5/8	25

Cap Size:	S-M	L-XL
Head Meas:	6 3/4 - 7 1/8	7 1/4 - 7 3/4

ORDER ONLINE @ OFFICIALGEAR.COM



Optional Alterations / Hemming

We can professionally hem your pants for an additional \$8.00. Please state inseam length when ordering. We will not be responsible for your measurement errors. Hemmed pants not returnable. Note: Please allow an additional 2 days shipping time for alterations.



UMPIRE SHIRT SIZES

CHEST	NECK
S (34-36).....	14-14 1/2
M (38-40).....	15-15 1/2
L (42-44).....	16-16 1/2
XL (46-48).....	17-17 1/2
XXL (50-52).....	18-18 1/2
XXXL (54-56).....	19-19 1/2
XXXXL (58-60).....	20-20 1/2

UMPIRE BASE PANTS

Fechheimer® Men's polyester knit pants with metal zipper closure. Pant features snug fit, rubberized waistband-2 zones of stretch, two western-cut pockets, creases set and pressed.

#PG Gray Men's Base pants - Waist size: 28-54	\$45.00
#PGW Gray Women's Base pants - Size: 8-20	\$45.00
#PB Navy Men's Base pants - Waist size: 28-54	\$45.00
#PBW Navy Women's Base pants - Size: 8-20	\$45.00

UMPIRE PLATE PANTS

Same as Umpire Base Pants (description above) with fuller cut to accommodate shin guards.

#PPG Gray Men's Plate pants - Waist size: 28-54	\$47.00
#PPB Navy Men's Plate pants - Waist size: 28-54	\$47.00

UMP POLO W/ASA® LETTERS (POWDER BLUE)

#130 ASA® approved Pro-Style Polo Shirt with ASA® embroidered on chest. Shirt features Polyester Air mesh fabric, moisture absorbant finish, soil release fabric, 3 button placket, extended length cut split-tail, colorfast.

Size: S,M,L,XL	\$25.00
Size: XXL	\$27.00
Size: XXXL	\$29.00
Size: XXXXL	\$31.00
Size: XXXXXL (#130 polo shirt only)	\$35.00

#135 Same as above W/O ASA letters

#138 Same as #135 with left chest pocket

UMP POLO W/ASA® LETTERS (NAVY)

#140 ASA® approved Pro-Style Polo Shirt with ASA® embroidered on chest. Shirt features Polyester Air mesh fabric, moisture absorbant finish, soil release fabric, 3 button placket, extended length cut split-tail, colorfast.

Size: S,M,L,XL	\$25.00
Size: XXL	\$27.00
Size: XXXL	\$29.00
Size: XXXXL	\$31.00
Size: XXXXXL (#140 polo shirt only)	\$35.00

#145 Same as above W/O ASA letters

UMP T-SHIRT

#1006 White Hanes Beefy-T, with ASA Umpire screened on left chest. 100% cotton, preshrunk.

Size: M, L, XL, XXL, XXXL	\$15.00
---------------------------	---------

#1005 Same as above in Navy with white print.

Size: M, L, XL, XXL, XXXL	\$15.00
---------------------------	---------

LOOSEWEAR UNDERSHIRT

#1003 McDavid Performance Loosewear undershirt. White, short-sleeve polyester Microfiber Mock neck. Umpire cut sleeves. Designed to be worn under an umpire shirt.

Size: S-XL	\$25.00
Size: XXL-XXXL	\$27.00

#1002 Same as above in Navy.

UMPIRE MOCK TURTLENECK

#1007 White long sleeve mock turtleneck with navy ASA® on collar, 100% extra heavyweight cotton, double needle stitching on neck and bottom hem, ribbed cuffs.

Size: L, XL	\$19.00
Size: XXL	\$21.00

#1008 Same as above in Navy.

ORDER BY PHONE 1-800-654-8337

#L2001



#L2010



#L2040



#L2072



#L2020



#L2060



#L2070



#L2030



#L2050



LEISURE CAP

#L2001 Five-Panel twill cap 100% cotton mid profile with Velcro closure, Fashion Curve Bill, Color Navy. Front embroidered with Leisure Umpire Logo. **\$15.00**

LEISURE VISOR

#L2010 Navy color, 100% Three-Panel construction, self fabric sweatband, Velcro closure. Front embroidered with Leisure Umpire in white. **\$15.00**

LEISURE PULLOVER JACKET

#L2040 Vneck Wind Shirt with stripe trim 100% nylon shell/100% cotton flannel body lining, nylon lined sleeves for easy on/off. Full Cut solid knit waistband, stripped collar and cuffs. Side seam pockets. Color Navy embroidered with Leisure Umpire Logo. **\$49.00**

#L2030 Zip Sideline Jacket 100% nylon shell with light weight flannel body lining, nylon lined sleeves for easy on/off. Color Navy embroidered with Leisure Umpire Logo. **\$49.00**

LEISURE POLO

#L2020 Pique Knit heavyweight fabric. 100% ring spun cotton, welt collar. Left breast embroidered with Leisure Umpire Logo. Color Navy **\$49.00**

WARM UP PANTS

#L2050 Nylon Pant 100% outer w/poly/cotton jersey lining from the knees to waist, nylon lines the lower leg for easy on/off. Waistband drawstring extended leg zipper, elastic cuffs, side seam pockets, back zippered pocket. Color Navy with ASA Umpire embroidered down one leg. **\$49.00**

HOODIE SWEATSHIRT

#L2060 Pullover Hooded Sweatshirt. 9 oz 60/40/ rung spun combed cotton. With rib knit cuffs, twill taping inside. Set in sleeves. Kangaroo pouch pockets with matching draw chord. Color Navy embroidered with Leisure Umpire Logo. **\$49.00**

UMPIRE SWEATSHIRT

#L2070 Pullover Sweatshirt. 9 oz 60/40/ rung spun combed cotton. With rib knit cuffs, twill taping inside. Set in sleeves. Color Navy embroidered with Leisure Umpire Logo. **\$39.00**

#L2072 Same as above in gray **\$39.00**

ORDER BY PHONE 1-800-654-8337

ULTRAJOC

#CPJ Black short combines traditional jock with a 85/15% Nylon/LYCRA® support girdle. Features comfortable form fitting pouch, that can be used with or without athletic cup, provides support for hamstring, groin and abdominal muscles.
Size: M 30-34, L 34-38, XL 38-42, XXL 42-46 **\$29.00**

#CPP Same as Above but in Long Pant Style
Size: M 30-34, L 34-38, XL 38-42, XXL 42-46 **\$39.00**

#CB60 Ultrajoc Hard Cup.
Traditional hard cup designed to fit Ultrajoc #CPJ and CCP (above). Durable, Copolymer cup with soft rubber gasket.
\$6.50

UMPIRE SHORTS

#TW Teamwork®/ASA® approved. Navy Umpire short features Pro Weight 14 oz polyester fabric, relaxed roomy cut, western-style front pockets, dual welted inset rear pockets, metal zipper closure, Pro Gripper waistband and a 7" inseam.
Size: S 28-30, M 32-34, L 36-38, XL 40-42, XXL 44-46 **\$25.00**
Size: XXXL 48-50 **\$28.00**
Size: XXXL 48-50 **\$30.00**

FULL ZIP-FRONT LINED JACKET

(NAVY)
#2003 ASA® approved. ASA® lettering on left chest, inset sleeves, knit collar, cuffs, waistband and two slash pockets.
Size: S, M, L, XL **\$47.00**
Size: XXL **\$50.00**
Size: XXXL **\$54.00**

FULL ZIP-FRONT LINED JACKET

(NAVY)
#2007 No logo, inset sleeves, knit collar, cuffs, waistband and two slash pockets.
Size: S, M, L, XL **\$47.00**
Size: XXL **\$50.00**
Size: XXXL **\$54.00**

V-NECK PULL-OVER LINED JACKET

(NAVY)
#2005 ASA® approved. ASA® lettering on left chest, inset sleeves, knit collar, cuffs, waistband and a pouch pocket.
Size: S, M, L, XL **\$45.00**
Size: XXL **\$47.00**
Size: XXXL **\$49.00**

UMPIRE GARMENT BAG

#2008 Keep your uniform clean with this durable, navy ASA garment bag. Features inside loop for hangers and external locker strap. Will hold several shirts and jacket.
36" Length by 24" Width.
NAVY **\$29.00**

#TW
(Belt not included)

#CPJ



#2003



TW Shorts Detail



#2007



#2005



#2008



JACKETS/SHORTS

ORDER ONLINE @ OFFICIALGEAR.COM



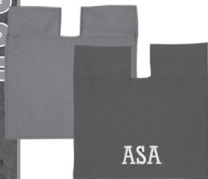
#5035

NEW ITEM!



#5030

#300GRAY



#300NAVY



#UPBR



#700



#530i



front

back

#TAG



#620

UMPIRE BAG

#5035 Diamond wheel umpire equipment bag. Heavy Duty 840D fabric, Two compartments to separate protective gear from clothes, Separate breathable head gear compartment for air dry, End panel and compartments adjust to your needs, Easy glide wheels, 15'x16'x36. **\$140.00**

#5030 Deluxe Equipment Bag will hold uniform, jacket, shoes and a full set of plate gear. Waterproof fabric, 3" wide zippered pockets on each end of bag, zippered 9"x9" exterior pocket for keys and valuables, web handle and adjustable shoulder strap. Measures 12"x12"x26" **\$39.00**

BALL BAGS

Inside pocket for indicator and broom. Matches umpire pants.

#300Gray **\$11.00**

#300Navy **\$11.00**

#3000CP Navy (no logo) **\$11.00**

#TAG Plastic indicator-shaped luggage tag. **\$2.50**

#620 Bat Ring **.50¢**

#UPBR Wood handle nylon bristle plate brush with ASA® logo. **\$4.00**

#700 Plastic bat ring handle nylon bristle plate brush. **\$7.00**

INDICATORS

#530 Plastic-molded indicator. Records balls, strikes and outs. **\$3.50**

#530i 3/2 Plastic-molded indicator. Records balls, strikes, outs and innings. **\$4.00**

#530S 3/2 Stainless steel indicator. Records balls, strikes and outs. **\$4.00**

FLIP COINS

#632 ASA 75th Anniversary Flip Coin **\$4.00**

#633 ASA Shield/Umpire Logo coin **\$4.00**

#625 Mask / Indicator Flip Coin **\$4.00**

#650 Line-Up Cards (Sold in packs of 100) **\$10.00**

#640 Line-Up Card Holder **\$3.00**

EASTON DIAMOND FLARE® SUNGLASSES

#5400 Coated lenses meet ANSI Z80.3 standard for effective UV ray protection. Polycarbonate lens construction for maximum impact resistance. **\$29.00**

BRIMZ® EYEWEAR

#5300 Brimz® Fashion-Sport Eyewear are as comfortable to wear as they are fashionable. Clips directly to the bill of your cap. Flips down as needed. **\$16.00**

#L2005 Coffee Mug 11 oz. Navy Irontone Coffee Mug. Features Umpire Leisure Logo on two sides. **\$5.00**



#530s



#650

#632



#625



#633



#640



#5300



#5400



#L2005

ORDER BY PHONE 1-800-654-8337

SOCKS (SINGLE PAIR PACKS)

- #CA100** Navy crew sock, 80% Orlon/20% Nylon, reinforced heel and toe. Size: 10-13 **\$4.00**
#CA199 White tube socks, 80% Orlon/20% Nylon, cushion foot and navy stripes. Approved to wear with shorts. Size: 9-11 **\$5.00**
#CA200 Same as above. Size 10-13 **\$5.00**
#CA202 Ankle Socks w/navy ASA® logo, 80% Orlon/20% Nylon. Size: 10-13 **\$5.00**

SOCKS (PACKS OF THREE PAIR) NEW!

- #CA300** 3pk White crew sock with ASA/logo. Dri-comfort® polyester with Dri Stitch (dries 4x faster than cotton), 360 degree mesh allows air flow and moisture evaporation. FreshTech® odor protection technology neutralizes odor. Size 10-13. **\$14.00**
#CA399 3pk Navy crew socks, same as above. Size 10-13 **\$14.00**
#CA400 3pk Ankle Socks with ASA/logo. Dri-comfort® polyester with Dri Stitch (dries 4x faster than cotton), 360 degree mesh allows air flow and moisture evaporation. FreshTech® odor protection technology neutralizes odor. Size 9-11 **\$13.00**
#CA402 Same as above. Size 10-13 **\$13.00**

SPOT-BILT® PLATE SHOE

- #1011** Full grain leather, Mid-high ankle support, Molded Polyurethane Midsole, Removable Insole, Non-Marking slip resistant Carbon Rubber modified lug outsole. Sizes: men's 7-12 in half sizes and 13. **\$98.00**

RIVAL® BASE SHOE

- #1013** Features 3/4 top for great ankle support. Leather upper. Lug/Cleat outsole configuration gives superior traction on natural or artificial surfaces. Sizes: men's 6-12 in half sizes and 13 **\$35.00**

SPOT-BILT® TURF SHOE

- #1010** Full grain leather turf shoe with multi-purpose studded cleated outsole for traction, perforated vamp for breathability. Sizes: men's 7-12 in half sizes and 13. **\$55.00**
 (To convert #1010, #1011 and #1013 to Women's size subtract 1 1/2 size from Men's sizes. If you wear size 7 1/2, order size 6. SEE CHART BELOW.)

SHOE BAG

- #750** Tote and store shoes or other items in this black, nylon, draw-string shoe bag. **\$5.00**

BELTS

- #LUU** Black Leather belt. 1 1/2" with silver buckle. Size: 28-50 **\$13.00**
#RFB Rubberized, adjustable flex belt. Worn inside pant to hold in shirt tail. Fits sizes up to 45" **\$15.00**

LEATHER LUSTER®

- #615** Shine up your leather and keep it that way! Each package contains everything you need for clean and lustrous leather. This product can only be shipped UPS ground. **\$12.00**

Single Pair Packs



Packs of Three Pair



NEW ITEM!

WOMENS SHOE CONVERSIONS

WOMENS	MENS
10 1/2.....	9
10.....	8 1/2
9 1/2.....	8
9.....	7 1/2
8 1/2.....	7
8.....	6 1/2
7 1/2.....	6

#1010



#1013



#750 (Shoes not included)



#1011



#LUU



#615



#RFB



ORDER ONLINE @ OFFICIALGEAR.COM

SOCKS

SHOES



MASKS

#5006P NEW! Wilson Mask – Wear what the Professional Umps wear. The Wilson 10" Chrome Molibden Alloy Face Mask. Absorbent leather padding. Higher visibility single bar construction. Velcro adjustments. Black color. 1lb 10 oz. **\$79.00**

#5006 Light-weight extended frame mask with amara pad set. 1lb. 12 oz. **\$59.00**

#5006V Light-weight extended frame mask with vinyl pad set. 2 lb. **\$29.00**

#5001 Black impact resistant plastic throat guard extension. **\$6.00**

#5003 Black mask replacement strap set. **\$7.50**

#4901 Treated Leather replacement pad set. **\$19.00**

#4905 All black Leather Wilson® replacement pad set. **\$27.00**

LEG GUARDS – NO KNEE, SINGLE KNEE, DOUBLE KNEE PROTECTION

#5012 Diamond double-knee leg guards. Full calf and ankle wings, extra long hinged instep/foot cap especially important for umpires who don't wear protective footwear. "Posi-Fit 17.5" **\$49.00**

#5012M Diamond double-knee leg guards. Full calf and ankle wings, extra long hinged instep/foot cap especially important for umpires who don't wear protective footwear. "Posi-Fit 15.5" **\$49.00**

#5012S Diamond double-knee leg guards. Full calf and ankle wings, extra long hinged instep/foot cap especially important for umpires who don't wear protective footwear. "Posi-Fit 13.0" **\$49.00**

#5013 Single-knee, black leg guards with adjustable elastic leg straps, padded ankle and instep. "Posi-Fit 15.0" **\$29.00**

#5013M Single-knee, black leg guards with adjustable elastic leg straps, padded ankle and instep. "Posi-Fit 12.5" **\$29.00**

#5014 Soccer style leg guards. Light weight designed to be worn under socks. 13" **\$9.00**

FIT GUIDE FOR LEG GUARDS

Leg Guards are measured from center of knee cap to bottom of shin plate (excluding toe cap). To determine Posi-Fit size, measure leg from middle of knee to top of ankle.

ORDER BY PHONE 1-800-654-8337

WILSON CHEST PROTECTOR NEW!

#5011 Wilson Pro Fitted 13" Chest Protector, Patented adjustable breastplate for optimal fit. Velcro padding for easier maintenance. Added shoulder protection. Stitched plastic for added durability. Charcoal color. **\$79.00**

DIAMOND iH3 CHEST PROTECTOR NEW!

#5010 Plastic three layer foam for unsurpassed protection and comfort. adjustable arm pads to customize the fit to your specific needs. Lined with CoolMax fabric for moisture management. Removable sizing plate included. 14" body length (without sizing plate) 18.5" body length (with sizing plate). **\$59.00**

MEN'S LIGHTWEIGHT INSIDE CHEST PROTECTOR

#5007 Contoured lightweight high-density padding, satin/twill fabric for comfort and moisture absorption, attached high gauge shoulder caps, 16.5" body length. 19" x 17" **\$39.00**

CHAMPRO VENTILATED CHEST PROTECTOR

#5020 Molded high impact shoulder caps, adjustable shoulder and back straps. Vents in the protector allow for maximum air circulation. 18" x 17" **\$39.00**

LIGHTWEIGHT INSIDE CHEST PROTECTOR

#5009 Professional low rebound high-density memory foam, extended shoulder coverage, One-touch buckles, breathable fabric, 16" body length. 18" x 18" **\$29.00**



WHY ORDER ONLINE?

1. Order anytime, seven days per week
2. Email notification for order transaction
3. Easily select Next Day, 2nd Day, 3rd Day or Ground shipping
4. Automatic shipment notification from UPS
5. Track shipments online

NEW ITEM!

#5011



NEW ITEM!

#5010



**Removable
Sizing
plate**

#5007



#5020



#5009



PROTECTIVE GEAR

ORDER ONLINE @ OFFICIALGEAR.COM

special offer for USA Softball members!

you ²⁴



**as a member of USA Softball,
you are eligible for a great
discounted price on a
membership at 24 hour fitness.**

just \$24 a month with no start-up fees!

for a special membership offer from 24 hour fitness
visit **www.24hourfitness.com/USASoftball**
enter this special USA Softball code: 87915
find a club near you and get fit with your discounted membership!



official sponsor and fitness center
of the ASA and USA softball

Must be over 18. Must be a current member of USA Softball. Offer only available online.